SPACE GAMER

FANTASY GAMER

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IN THIS ISSUE:

ADVANCED RULES FOR SHADOWRUN

SPACE HULK, CYBERSLANG PART II, BLOODBOWL, PARANOIA, PIECES OF HONOR (AD&D), PLAGUE ON UMBIL RIVER (GAMMA WORLD), AND MORE!

Space Gamer/Fantasy Gamer Magazine

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Returning to the helm of the production staff are:

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Space Gamer Editor: Perrin D. Tong
Fantasy Gamer Editor: Jeff Albanese
Art Director: Perrin D. Tong

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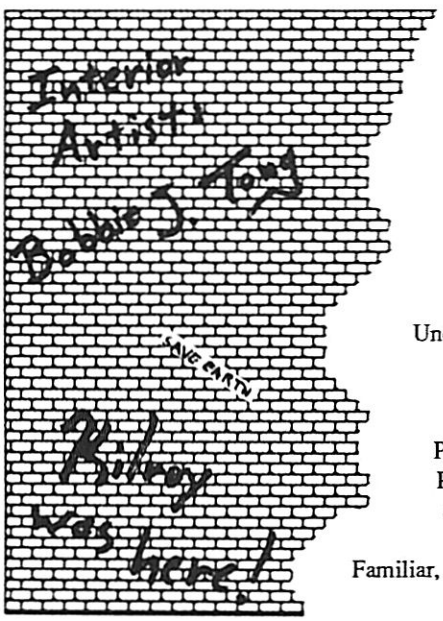
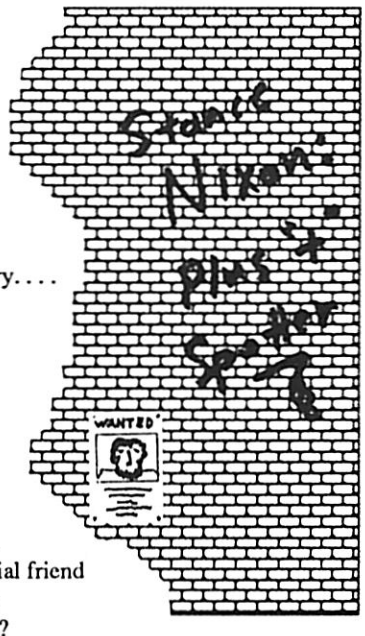


Editorial	2	"I'm back in the saddle again"
Publisher's Note	2	Change of Ownership
Capsule Reviews	3	Many small reviews
Bug Hunter	7	Review
Battletech	8	Review
Desperados	9	Review
GURPS Wild Cards	10	Review
Paranoia	11	Secret Society Wars
Space Hulk	12	The game & some rules
Cyber Slang	14	Part II
Bloodbowl	16	Leprechans, cheating, bribery....
Shadowrun	18	Advanced rules
Uncluttering Champions	21	Or other Superhero games
Awards Ballot	22	For 1989
The Space Gazette	23	A new look at news
Pieces of Honor	26	Oriental AD&D adventure
Plague in Umbil River	32	Gamma World adventure
Peekoine Opera Blues	36	Star Wars
Sigma Awards Ballot	41	Gamer's Choice
The Fleet	42	Background & Introduction
Familiar, Familiar Everywhere	44	So you're looking for a special friend
Scanner	46	What do you want to know?
Con Calendar	47	Where do you want to game?
Writer's Guidelines	48	What can I Submit? And how?



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"I'm Back in the Saddle Again" (Or: Another Changing of the Guard)

Well folks, SPACE GAMER/FANTASY GAMER has changed hands, again. On February 1st of this year, ***3W, Inc.*** sold SG/FG to ***Future Combat Simulations***, and Perrin Tong, the President of ***FCS***, has asked me to return to the editor's chair for my second tour of duty as Editor-in-Chief. Please note that I am doing this for no pay, since the magazine will be on a shoestring budget for a while.

Now some of you are asking why I wasn't editor for the last two issues. To make a long and sad sorry story short, ***3W, Inc.*** attempted a massive expansion over the last year and a half, and they wanted my full attention devoted to setting up and running a nationwide convention network.

Well, just about everything they tried failed because of one reason or another. This caused them to sell off parts of the company, including SPACE GAMER/FANTASY GAMER to ***FCS***, and the STRATEGICON game conventions. These were sold to ***Cummins Enterprises***, and yours truly was traded with them as part of that sale.

FORMAT

The first change will be the return of the issue numbers, rather than volume number/issue number of the previous two issues.

The article mix in the long run should lean toward more scenarios and variants, although we will still be doing reviews, and hopefully previews of new products. The rest of the magazine will look pretty much like it has since issue #84.

MATERIAL

Of course, we need articles to fill up these pages (please see the writer's guidelines for the details). The backlog of material that I had as editor during my first tour of duty has either been used or lost in the shuffle of ***3W, Inc.***, which is in the process of moving its offices.

NOTICE:

Classified Section will be delayed 1 (one) issue. Look for the classifieds to return in Space Gamer/Fantasy Gamer #89.

FEEDBACK

As I have said in the past, and will continue to do so, please write us and tell us what you like or dislike about the magazine! Your feedback is vital to the health of SPACE GAMER/FANTASY GAMER. I can be reached either through ***FCS***, or at ***Cummins Enterprises***, STRATEGICON Division, whose address is listed below:

STRATEGICON
P.O. Box 8399
Long Beach, CA 90808
(213) 420-3245

STRATEGICON's next convention is GAMEX 1990, which will be held at the Los Angeles Airport Hyatt Hotel from May 25th through the 28th. For more information contact STRATEGICON at the above listed address.

THIS ISSUE

I am writing this editorial without the benefit of seeing all of the material that will be going into this issue. We have reviews of Justifiers, Boat Wars, Cloudships & Gunboats, Super Scum, Desperados, GURPS Wild Cards, and Bughunter, along with several others unknown to me at this time. We will also have some variant rules for Space Hulk, A Gamma World scenario, more Cyber-Slang, and much, much more!

Coming Next Issue:

Starfire

Robotech

Star Trek RPG

Tactical Update - Traveller 2300

Lazer pistols for various game systems

The Overlord (a mini-adventure for Morrow Project)

StarBattles (introduction) and More!

PUBLISHER'S NOTE

The transfer of ownership of SPACE GAMER/FANTASY GAMER was a month long ordeal. Subscriber and Distributor lists, as well as the back issues, took over three and a half weeks to be transferred.

Material from the former editor was also transferred in an untimely manner. Thus, Jeff wrote part of his editorial not knowing what was available for this issue.

For those of you who are keeping track, you might remember that Jeff and I worked on issues #83-85. When ***3W, Inc.*** transferred its production office to the Cambria location Jeff and I packed a box (a big box!) full of articles for the new editor, without a fuss. As a matter of fact, they credited Jeff with "additional editing" in Vol. II, No.1, but left me out of the picture - "Thanks guys!"

What I am trying to say is that writer's get paid if their work is published. We can publish their works if we have the opportunity to use them. We can choose to use them only if we have them in our possession. Other than what is in this issue, we have very little else. Little more than enough material was forwarded for this issue!

If you have sent material to the previous owner and/or editor it would be wise to assume that it was not forwarded to me. Please, take time to read the writer's guidelines (toward the rear of the magazine) and send in your articles.

Also, you may notice that some regulars aren't within our pages. What happened to this material? "I am not knowing!"

"Fineous..., Murphy..., where are you?!"

Delays in the transfer also caused such business losses that the magazine must cutback to 48 pages, from the current 64 pages, for the next three issues. This is a matter of economics as a result of the aforementioned delays. The magazine will increase to 64 pages after 3 issues, when its publication schedule is repaired.

There is a lot of work ahead of us but we feel that SPACE GAMER/FANTASY GAMER is worthy of such hard labor. And our first goal is to make SPACE GAMER/FANTASY GAMER a bi-monthly magazine, once again.

We also plan on making SPACE GAMER/FANTASY GAMER one of the hottest magazines in the world! (okay, maybe only in the industry!) So get your next issue(s) now, 'cause when they're gone..., they're gone!!

Capsule Reviews

Justifiers RPG
From Starchilde Publications

In Justifiers RPG, your players will create genetically animal-based humanoids, genetically superior humans, or human criminals who are a created slave race, social deviates or working off time they would have spent in prison, respectively. These 'original' type characters are back dropped by a very 'realistic' scenario where all the Terran corporations merge to form "THE Corporation" to protect themselves. After the world governments ruin themselves with 'little wars', space travel is invented through the use of a transportation disc device. Of course, this technology currently only allows transportation of an item with dimensions of 20x20 feet maximum. This provides plenty of small unit tactic scenarios for the characters. In this way, one way or another, the coporations own the player's characters. Nobody else wishes to do such a dangerous job as exploring new worlds for more human colonization to occur. This fractured colonial power has opted to kill and disfigure the other corporation's transporter technologies; building a monopoly on transporter disc technology. "Through it all, THE Corporation maintained a neutral pose." And the coporation issued its own currency, as an ultimatum, for purchase of transporter disc replacement parts. As before mentioned, your character is owned by one of these coporations that are trying to gain the upper hand by colonizing worlds.

The tools and guidance useable by the player characters in this game are limited by the game system or mechanics. If you compared this game to aircraft, I imagine you could call it a hot air balloon with the best on this scale being a super sonic jet. This game appears to lack the structural support of a blimp. Only 'skill definitions' with loosly atached percentages define what a chatracter can or cannot dol. Most of these definitions were determinable with a small dictionary and without the aid of the rules which conntinue on in a vague manner: e.g. "Astronomy: the study of the stars. May be average with navigation to navigate by the stars." Note, this is an RPG where your are not allowed to habituate to a single planet for more than a year.

For this skill, the only suggested mechanics is for the player to try and make below his allotted percentage. What the result actually means is left up totally to the poor gamemaster. He is only armed with 118 skills that are lossly defined and appear to merely add or average another skill. Yep, a hot air balloon might do better for a little excitement.

So, what is this game good for? I think this game is an excellent primer for beginning gamers. Its main focus is on small unit combat and inter-player conflict. This appears to be what most beginning gamers enjoy the most. It has an overly simple game system that may lead to a few arguments, but the rules state that the game master should have the "hostile argumentative, or obnoxious player's character meet with sudden severe accidents." That should hold your players in line while you abuse them in playing "THE Corporation" that owns them.

F.R.

S. Petersen's Field Guide to Creatures of the Dreamlands
Chaosium Inc.

The introduction to this book by Professor Fallworth of Miskatonic University hints that videotapes of our dreams may soon be available, but for now we'll have to make do with this book. Okay by me, this 64 page perfect bound book and it's brother (...Guide to Cthulhu Monsters) are some of the best and most original supplementary material ever published by Chaosium Inc.

It is more than a supplement for the Call of Cthulhu game. Any fan of HP Lovecraft will find this book to their enjoyment - as will anyone who studies Medieval Metaphysics. The artwork in this book is simply outstanding. Mr. Ferrari is to be commended for capturing the flavor of the Cthulhu mythos so well in his paintings.

Although the book has no game statistics in it, most gamers will still be satisfied. Two color maps start the book off, one of the Underworld and a two page spread which shows a portion of the Earth's Dreamlands. There is also an extremely nifty flowchart to quickly determine what creature might have been encountered. After this, each second page is a full color print of whatever ugly is described on the facing page, from Abhoth to a Zoof. The description is broken up as follows: first is a Lovecraft quote, followed by a general outline. The next three sub-entries are somewhat shorter: habitat, distribution and life & habits. At the bottom of each page are details on how to distinguish between two creatures which look similar. The sidebars have such miscellenary as comparative size charts, sketches and notes. Last, but (as always) not least is a recommended reading list and bibliography.

In summary, if you are really into this genre, gaming or otherwise, put this review down and go buy Dreamlands. If you only have a passing interest, you could certainly do worse.
R.C.W.

Cloudships & Gunboats
For GDW's Space 1889

CLOUDSHIPS & GUNBOATS is a boxed supplement for SPACE 1889 that deals with the game's most intriguing form of travel, the flying ships. In the box is a rule booklet that contains additional, optional rules for aerial combat, expanded ship design rules, and information on several ships from the Earth and Mars. Also included are deck plans for the ships, a book of record forms for the ships, and 60 cardboard characters.

CLOUDSHIPS & GUNBOATS is a well made and well written supplement. The new rules are well written, simple, and they work very nicely. The deck plans and the cardboard characters are beautiful and the ships are well designed and provided with a nice background history.

The main problem with CLOUDSHIPS & GUNBOATS is that it is not a necessary supplement. The combat and design rules should have been provided in the original book and they do not add enough to warrant the supplement. The cardboard characters are nicely done but they pale in comparison to the beautiful line of SPACE 1889 minatures.

CLOUDSHIPS & GUNBOATS is a nicely done supplement but it is not a necessity in the game. The deck plans and ship designs are the only real reason to buy this module. CLOUDSHIPS & GUNBOATS contains alot of flash, but very little substance.
T.L.

Near Orbit
R. Talsorian Games

The Cyberpunk role-playing system lifts off the gritty surface of the planet in Near Orbit, the newest supplement from RTG. Near Orbit expands Cyberpunk to include zero-G adventuring, all the way from geosynchronous orbit to the surface of the moon, which is the farthest humanity has spread in 2013. Rules and supplemental information cover everything from the difficulty in adjusting to freefall, to the

Capsule Reviews (Cont'd)

floorplan of the EuroSpace Agency's Crystal Palace, to just exactly how long you're gonna live when you rupture the fragile skin of your spacecraft with one of your .357 skullbusters.

From the moment you see the cover, it's obvious that RTG is out to blow you away with quality. The cover art is their first original color piece in the Cyberpunk line, and although it has none of the blood or breasts commonly employed by marketing execs to catch your eye, it's finely rendered and reminds everyone that you're 'not in Kansas anymore.' The technical background is clearly explained, and the few rules systems are streamlined. The adventure provided in the supplement captures the byzantine plot-twisting typical of corporate politricks. And most impressive to me, the graphic presentation has taken another quantum leap forward.

Despite the ambience it provides, the adventure is still the weakest part of the supplement. It tends to be one-directional and I can easily see a group of characters straying off the written path. But with a little imagination on the part of the GM this, too, shall be overcome. Also, the concept is a little cliche': noble characters discover inhumane genetic experiments. What if the characters are as jaded as the corporations? Also, the illustrations peter out toward the end of the book (coincidentally in the adventure), which is a bit of a let-down.

Overall, the strengths of the supplement far outweigh the weaknesses. To my knowledge, this is the first hard science system set in outer space. It does not rely on aliens or 'the Force'; explosive decompression is exciting enough thankyou. The technical background and ideas herein would be a worthy addition to any modern role-playing system, say James Bond or Top Secret. And if this supplement is any indication of RTG's drive... look out TSR! They're heading for Near Orbit.
L.E.S.

Boat Wars
From Steve Jackson Games

Steve Jackson Games is finally starting to expand on its very popular Car Wars series. Boat Wars is the first of several future supplements dealing with other vehicles besides cars. Other supplements will deal with aircraft (Aeroduel) and the long awaited military vehicle supplement (Tanks). But for now, let's concentrate more on the current release, Boat Wars.

My expectations on this product were very high. Boat Wars has been a highly demanded supplement since 1987 when it first appeared in ADQ 5/2. After being put into its first boxed edition (1988), it was later put into the Car Wars Compendium (1989). Now, it's in a newer boxed edition which it's slightly bigger and has new material.

On the outside, the game looks very neat and stremalined. The rules, in general, were quite easy to follow. The boat and hovercraft construction rules are just as easy to follow as the old car construction rules. One area to take advantage of is their new record sheets. It's really convenient to use. It sems that the makers at Steve Jackson Games worked real hard to make this an enjoyable and interesting product. That's when the compliments and the praise end. I'm greatly disturbed by SJG's business practices of constantly reselling the same product over-and-over again. This is the fourth time Boat Wars has been sold to the public and there hasn't been that much of a change in the product to warrant a second edition (or the extremely high price!!!) Most of the "new" material added to the new boxed edition could easily be found in the Compendium or in Uncle Albert's Catalogue #4! The rules on sharks and other aquatic menaces could be found in Autoduel Quarterly (their quarterly Car Wars magazine). All they did was to put all of these "loose materials" together into one box. If you have any of the following items — Compendium, first edition, and Uncle Albert's — you really don't need this supplement. The "new" counters and maps could have easily been put in their own packet and sold as a separate item. The aquabikes could have easily been put in their own magazine (ADQ).

I also found their hovercraft maneuvering rules to be way too complicated. They devoted several pages to it!. They tried to get too technical and the result was a lot of confusion. I've been playing Car Wars for several years and even I had trouble figuring them out.

In conclusion, I found Boat Wars enjoyable as a product, but I don't see the reaon for buying the second boxed edition. Take my advice, buy the older, seven dollar first boxed edition and get the added material from a friend who has the Compendium, Uncle Al's or old ADQs!
B.L.J.

The Car Wars Compendium
From Steve Jackson Games

It's name should say it all, but it's muddled by poor rule changes. The Compendium was supposed to be the step up from the Deluxe edition, combining all changes that happened in the intervening years. In some respects it does do that. It does include the rules for boats, hovercrafts, cars, bikes, ten-wheelers, mini-buses, top speed and gas engine revisions. But the editor of the Compendium decided to tamper with some of the basic rules of the game. Not a wise choice.

The first basic change is a five phase speed movement chart. It speeds up play under normal or tournament play. It is the one change I really like. The second change is the rule governing maneuvers per phase. Up until the Compendium, you could make a maneuver every time you move an inch. In the Compendium, you may only make one maneuver per phase or a total of five per turn. At higher speeds, this spells certain doom to high speed duelling (as well as racing). The third basic rule change is making the driver go straight after firing which, in simple terms, is stupid. A driver has been able to fire and maneuver since the dawn of Car Wars. Why change that now? Sorry, these and other rule changes make the Compendium not worth the money to buy it ($14.95), and that's only for the book where you don't get any of the "goodies" the old Deluxe edition used to give you counters, maps and turning keys!!

The Compendium is packaged well but it could be improved by making it three-hole punched for binders. The basic rule changes are too drastic for my tastes. My advice is to buy it as a last resort or wait for the second edition which will probably be out next year. Hopefully, Steve Jackson Games will learn from these mistakes.
D.T.

Super Scum
From Steve Jackson Games

Super Scum is a book of "Supers" for GURPS Supers with an emphasis on "villains:" Very few of these characters can be easily used as heroes without extensive modifications. If you are looking for supervillains for your campaign, definitely take a serious look at Super Scum. It contains 27 adversaries, four organizations, some sample thugs and two villain groups (one complete with base). There is a lot here for the overworked Game Master.

In GURPS Super Scum, each supervillain has a two-page write-up including picture, complete stats, history, abilities and battle tactics. One very nice element is that a weaker and stronger version of the villain are also included. This is very helpful; not every supers campaign is at the normal 500 point level and Super Scum accomodates this.

The artwork of each villain is capable, although I would have liked to have had some

sort of color guideline. The villain SPONGE, according to the write-up, wears a mask; the drawing has no such mask. And, of course, minor discrepancies creep in.

The villain CORSAIR does not have the Karate skill, but it is mentioned as being important to him in the write-up. Ah, but then, this is nit-picking. Most Game Masters will and should alter the villains to suit their own campaign. I really loved CORSAIR's Quirk: owns and enjoys GURPS Swashbucklers but has no one to play with.

Many of the villains know and interact with each other. This will be convenient for the struggling Game Master. Most of the villain's histories are interesting as well as believable. Seeing how these villains are designed will help players who are struggling with the character construction rules of GURPS Supers. All in all, Super Scum is a useful book for the GURPS Supers player, but of little use to players of other supers systems; the villains could be converted, but it would probably be faster to design them from scratch.

J.S.

SPACE 1889 ADVERSARIES
By RAFM for GDW's Space 1889

VICTORIAN ADVENTURERS

Victorian Adventurers is a set of metal miniatures sculpted by RAFM's Bob Murch. It contains 10 25 mm miniatures for use with the SPACE 1889 role-playing game. The figures in this set are adventurer types and include several military officers, two lady adventurers, an inventor, a thug, a missionary, a gentleman, and a Hill Martian nomad. A painting guide for the millitary officers and painting instructions for beginning painters is included.

The figures are very well sculpted and can easily be used in the SPACE 1889 game. The three military officers (one navy and two army) and the Hill Martian are particularly well done with nice attention to their detail. The painting guide is short but complete, and the painting instructions are practical and well written.

There are very little problems with these miniatures. There is a very little amount of flash on these figures (the most being a few pieces on the martian which are easily scraped away). There are some faint mold lines on some other figures (in particular, the navy officer), though. Victorian Adventurers is an excelent set of miniatures. Because these miniatures are very limited in their use outside of the SPACE 1889 game (and collecting), dealers might be hesitant to sell these figures. But if you do play the game, these figures are highly recommended.

SOLDIERS OF THE QUEEN

Soldiers of the Queen is the second of the Adversaries line of SPACE 1889. Sculpted by RAFM's Bob Murch, this box of 21 figures is supposed to be a complete company of British troops. In the set is a mounted major, officers, sergeants, and privates. Most of the figures repeat; so, while there are 21 miniatures, there are only ten poses. There is a painting guide for the soldiers as British or to paint them as members of another nation's army. The painting instructions of Victorian Adventurers is repeated here.

These figures, like the Victorian Adventurers set, are very nicely sculpted. Mr. Murch has an excellent eye for detail and these figures represent alot of obvious research. From the gun to the straps to the canteen, each figure does an excellent job of representing Victorian-age soldiers.

There are also some problems with this set. There is more flash on these figures than in the Victorian Adventurer set and more figures show sligh mold lines. One of the private soldiers' bases had to be filed before it could stand up correctly. Also many of the rifles were bent and had to be straightened. Another problem is that twenty dollars is more than I am used to paying for one set of miniatures and since many poses are repeated this set could have been sold as a ten figure set for less.

Even with some minor problems, this is another wonderful set of figures to be used in SPACE 1889. Also, these figure would be perfect for Victorian wargamming. Even though poses are repeated, these figure present a formidable company ready for battle.

LEGIONS OF MARS

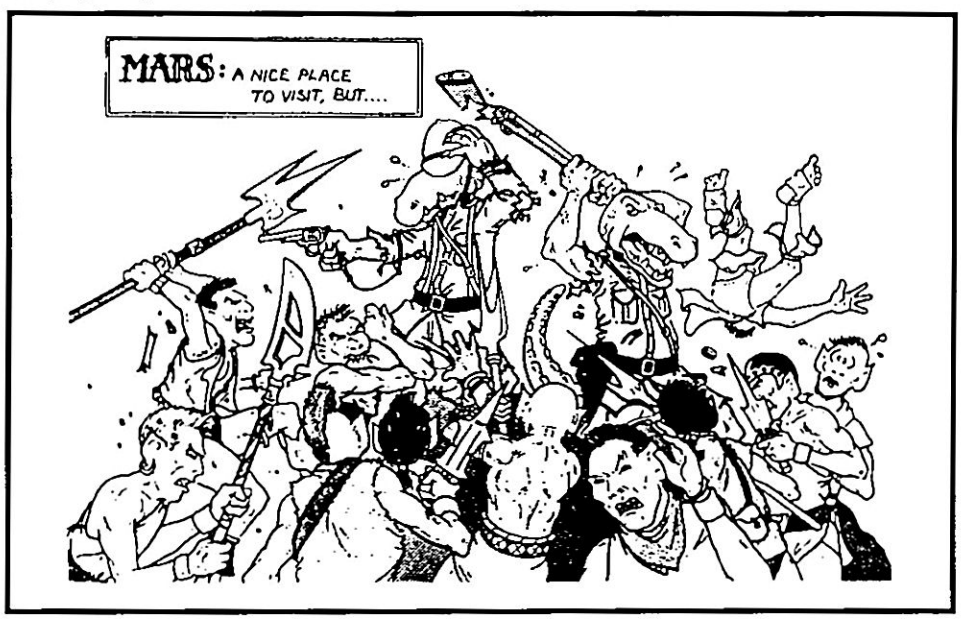
Legions of Mars is the third in Bob Murch's Adversaries line for SPACE 1889. It contains a company of 20 Canal Martian legionnaires as well as a Martian riding beast called a gashant. As in the Soldier of the Queen set, many of the poses are repeated so there is more than one of each legionnaire. A painting guide, painting instructions, and a list of the legions of the Oneotrian Empire.

These figures continue in Mr. March's impressive record of sculpting. They are very well antimated and their detail, while not as nice as the British soldiers of the other sets, is very nicely done. This company is a fearsome set of soldiers. The list of the Legions of Oentria contains alot of information and helps link these figures with the game.

Unfortunately there is a lot more flak on these figures. Many figures need their bases filed and some figures were bent and need to be bent back if they were to stand correctly. Rifles, swords, and spears also need correcting. The painting instructions in the book is the same as the other sets and could use some addition tips on painting the Martians and their armor.

This set, while slightly weaker than the other two, is still an excellent set. Dealers, again, might not carry this set since it is limited only to SPACE 1889. But if you play SPACE 1889 and you have a need for Canal Martians, these figures are exquisite.

Tim Lester



BUG HUNTER

Published by: TSR
Designer: Steve Winter
Developer: None listed
Price: $13.95
Complexity Level: Fairly Complex
Rules Clarity: Good
Reviewed by: Tony Watson

I think that any gamer who watched the movie Aliens came away with the idea that there was a good game somewhere in there. A worthy successor to the hit Alien, the film gave us more than just a reprise of the original. Where in the first movie, the crew of a starship, armed with home-made weapons, battled a single creature, Aliens matched some well-trained Colonial Maines, fitted with state of the art weaponry, against what seemed to be a planetful of the aliens. As the ad copy read: "This time it's war", and it certainly was.

Somebody at TSR must have thought so too, coming up with the very bright idea of taking an existing man-to-man wargame and adapting it to a sceince fictional setting very similar to that of Alien/Aliens. The source game system is SNIPER, an individual level game of WWII and later combat; the adaption is the BUG HUNTER expansion game. Although BUG HUNTER (BH) is billed as an expansion game, it's a totally complete, stand alone game; TSR has thoughtfully provided everything needed in a single package and one need not have previously purchased SNIPER. So, we have a new SF boardgame for less than thirteen bucks — quite a deal.

One gets a fair amount for the money. The game's inventory include two rule books (both the original SNIPER rule book and the special BUG HUNTER rules), a scenario book, two identical maps, cardstock sheets of tables, information cards and vehicles, and 400 counters. The maps and counters are very well done, with good use of color and design. Each map comes in four sections and is printed on both sides. One side depicts a multi-deck survey ship, while the other is a colony or planetary base made up of modular buildings, domes and walkways. Two copies of the map are provided so that true hidden movement can be played (with the help of a referee). Everything comes in a folder, printed with most of the game's important charts and tables.

Familiarity with the SNIPER rules is a big help. If not, both they and the BUG HUNTER rules must be learned to be able to play the game. Because of their subject matter, they constitute a fairly complex set of instructions. The BUG HUNTER rules not only add to the SNIPER rules, but to reflect the different combat environment, they change tham in important and often subtle ways. Learning the game takes a bit of effort, but is ultimately well worth it.

The "Bugs" in the game are a rapacious lifeform known as Predators (the game's cover art, a picture of a charging Predator, certainly belies the influence of the two films), and the "Hunters" are either ship's crews, colonists or Frontac (Frontier Tactical) Marines, as the scenario calls for. Each counter is a single soldier, Predator or Predator Swarm. Soldiers are differentiated by their weapon types, activation and panic ratings, and special abilities. Activation and panic ratings, which are generated by die roll, are absolutely critical, as they will determine how often a soldier will act and how he will react to adversity. Weaponry is satisfactorily diverse; there are several types of slug throwing rifles, support weapons like the pulse rifle or the armor-peircing light assault gun, flamers and laser rifles, the awesome plasma gun, several types of grenades, and a variety of non-lethal weapons, such as nets or tranquilizers.

The kind of conflict the BH is trying to simulate — close-in fighting by individuals — is by its very nature, free form, action and reaction on the man-to-man level. The game does a good job of catching the sort of flow in such fighting. The activation system is central to this success. Through the use of randomly drawn chits and a set of activation tracks, a sseries of action rounds is played out. Neither side can be sure of how many rounds they will have per turn or when their turn will end. It's entirely possible for one side to have a round or two after the other's turn is over, often pressing their advantage to deadly effect. A force's quality, training and morale is reflected in the activation track it uses (the better the force, the more rounds per turn possible), while activation ratings reflect the initiative of individuals. Activation chits are drawn each turn, determining the number of Predator pieces that may move, or, for the Human player, which soldiers will be active that round. Depending on their ratings, some soldiers will be active almost every round, while others will just stand around.

Once activated, soldiers have an impressive list of tasks they may undertake. (Predators, by their nature, have a smaller menu to choose from). There are fourteen different movement tasks, eight preparation tasks and seven combat tasks. Most of these are included for completeness and won't come up in any given round. In general, a soldier or alien can do one thing in a round such as move, climb stairs, reload, prepare a grenade, or engage in some sort of combat such as firing a weapon, tossing a grenade or attacking hand-to-hand. "Sighting" is a key task; the individual gives up performing a task in his own round so as to be able to fire at enemy units in their round. Because only one task can be in a round, and their results are applied immediately, it's important to coordinate the activities of the troops: someone keeps up the pressure while another reloads, or a grenade is tossed in a room and other troops rush in to take advantage of the resulting carnage.

The combat procedures take into account a surprising number of factors. The defender has a basic defense factor, which is modified for terrain, movement, armor and so forth. Each weapon has a basic firepower, which may be modified for things like burst radius or semi-automatic fire. The comparison of the two factors and a die roll yields a result ranging from a miss to panicked, wounded or incapacitated, to an outright kill. Hand-to-hand combat, usually the only sort of attack open to Predators, is handled in a similar fashion. There is a lot of detail in this game. Special rules sections exist for certain weapons, and human factors such as panic and preservation, leadership and isolation are covered well. Vehicles come in several varieties: civilian crawlers and Marine IVHEs for surface fighting, and workpods and assault boats for shipboard action. For those truly desperate situations, rules are included for initiating the self destruct sequence of the ship's/colony's reactor.

The sceince fiction setting of the game requires a number of special rules. The presence of vacuum and hostile environments necessitates rules for airlocks, spacesuits and decompression and breaches. Since the maps depict a starship and an airtight planetary base, there are some new terrain features to consider, in the form of airtight doors, lifts, machinery and hatches. Technology subtly changes the way that the Marines fight. Motion trackers pick out Predators from dummy counters, and radio links give the ssquad leader better control over his soldiers. Not to mention the fire-power of hi-tech small arms: the standard weapons issued to the Frontac Marines are very nasty — they'd cut 20th century infantry to ribbons.

Although it's entirely possible to fight human versus human combat, using the differently colored Marine and Crew/Colonist counter sets, the real interest in the game are the Predators. They are handled very nicely. There are two kinds of preds, individual and the smaller Swarm Preds. Differences between the two are not great, but enough to vary the play of the game. During play, Predators generally behave like human troops, but being unarmed and non-technological, they have fewer tasks to choose from. Their advantages lie in a design feature that also serves to keep the game fresh: Predators have special powers, chosen at random at the start of each scenario, that are revealed to the Human player only as necessary. The list is an imaginative group including armored carapaces,

BUG HUNTER (Cont'd)

added movement abilites, increased combat capabilities, or gowth, cloning and regenerative powers. Preds may even be poisonous, anaerobic, infectious or have corosive blood. This is clearly one of the best features of the game. The powers make the Predators competitive with the Marines, and the randomness of their combinations make them truly alien.

BUG HUNTER comes with seven scenarios, most of which can be played on either the ship or base displays, with either Marines or crew/colonists, against either type of Predator. The scenarios are a good mix of situations, several of which seem to be drawn straight from the two films. The scenario booklet is rounded out with "historical" notes and some informative designer's comments that explain some of the design choices made in the game (though, interestingly, the two films and their influences on the game are never mentioned).

Final opinion? In an area of SF gaming (boardgames) that hasn't seen much activity over the last few years, BUG HUNTER is a welcome return to a serious, hard science, wargame. It's a good adaptation of an existing game system to an SF setting, that sheds its origins to the degree that it doesn't seem to be just a mere transplant of WWII soldiery to the future, but an appropriate depiction of man versus monster conflict. Anyone looking for an action-packed game, or who believed that there was a game somewhere in the Aliens movie, will find both right here.

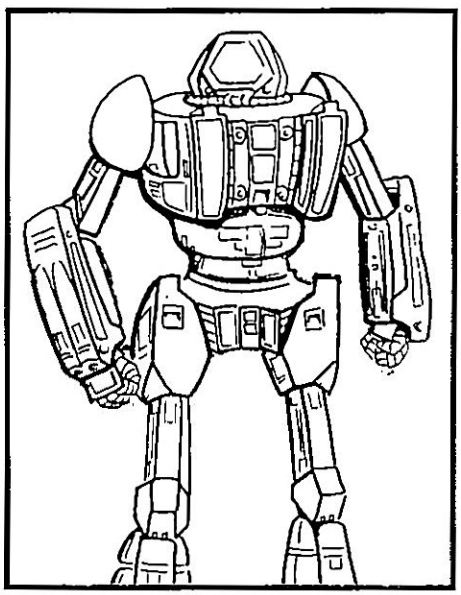
Battletech, The Crescent Hawk's Inception

Published by: Infocom
Designer: Michael Goldberg
Developer: Westwood Associates
Price: $40.00
Complexity Level: Fairly Complex
Rules Clarity: Good
Reviewed by: Tony Watson

While I can't claim to be fully conversant in the vast lore of the Battletech universe, I can say that the first computer game on that topic does a good job of drawing from that milieu. One might expect that any computer game coming on this subject matter would be a combat game, with lots of laser blasts and molten metal. Well, there's certainly a lot of that kind of action, but Infocom's Battletech: The Crescent Hawk's Inception, is a blend of robotic shoot 'em ups and science fiction roleplaying.

The player takes the role of Jason Youngblood, scion of a warrior family of the Lyran Commonwealth, and the action takes place on the Commonwealth world of Pacifica. Jason is completing his training as a Mechwarrior at the planet's citadel, and his first few missions are confined to instructional missions at the training center. At the same time, the game player learns the basics of the game's mechanics and mech combat tactics in some practise combats. Between training, the player runs around on a display of the citadel, taking combat classes to improve proficiency with small arms, learning tech skills, purchasing weapons and armor, and investing in the stock market to raes the funds to pay for all this. It's a good idea to explore the Citadel as thouroughly as possible, learning all you can and talking with anyone willing to converse with Jason. the game's instruction manual, while interestingly written, is not easily forthcoming with information and the player will have to discover a lot for himself.

In terms of characters, there is, at first, just the player's alter-ego, Jason Youngblood.



However, building up a lance of MechWarriors by adding other characters is an important aspect of the game. Each is rated for three personal attributes, Body (stamina and strength), Dexterity, and Charisma, which can be improved through training and experience. There are seven skills covering abilities with small arms, Mech pilotting and gunnery, and technical and medical capabilities. mechs come in several types (Wasps, Locusts, Commandoes and so forth) and the player can call up a screen detailing the status of a mech belonging to a character to check on its weapons, motivation and other systems.

Once the scenario gets rolling, Jason and any compatriots will be searching and exploring Pacifica. The landscape is dotted with towns and small cities. These fulfill the traditional function of towns in RPGs — providing a place to get weapons and armor for the characters, get healed and have Mechs repaired and modified. More important, they are a place to meet recruits and pick up information — all cities need to be explored thoroughly.

The display is divided into three sections, the largest of which provides an overhead view of the party and the immediate terrain; a more strategic map can be accessed via the main menu. A second box lists the current condition of the characters, and a third is used to provide combat information and animation.

Combat in the game is gairly simple, but still retaining a tactical feel. Enemy Mechs and infantry may be scanned and individually targeted by friendly weapons. Troops and mechs can be ordered to move, so as to present a more difficult target as well as head for defensive terrain; Mechs can also kick or use jump jets to hop over obstacles. Of course, you can turn the entire process over, or the control of some of your units, to the computer, which will handle the combat quickly, if not particularly adroitly. Battles are punctuated with graphics, sound effects, descriptions of the action and even outtakes in the style of Japanese animation. These features add atmosphere to combat, as well as time, but they can be toggled on and off to speed up the action.

As a roleplaying game, Battletech is nothing exceptional. It has a quest theme to it, but not much in the way of sub-goals along the way: characters don't go up levels and there are few specific missions to complete along the way. So, there's a lot of wandering around and fighting with enemy Mechs and troops, often with no specific purpose. How it presents its story is impressive, though. Graphic presentation is quite good and special encounters are well described both in text and illustrations. it's a judgement call; while I enjoy playing the game, I like the way it was done more than its subject matter. Fans of the FASA Battletech universe will probably enjoy the game more than most gamers. In terms of interaction with computers, the game is very well done. It's easy to play and the game can be saved at anytime except the middle of an encounter or combat (and up to six different games can be stored at a time). Disks for both PC and System-2 machines are included (384 RAM required) and the programs support both CGA and EGA graphics.

Desperados
Published By: Skycastle Games
Designed By: David Schacter
Price: $10.95
Complexity: Moderate
Rules Clarity: Good
Graphics Quality: Fair
Reviewed By: Melvin M. Brown

It is quite possible these days to buy 4 or 5 separate books just for one roleplaying game. Even the "basic set" for many systems includes 3 books which must be read and understaood before the game can be played: A staggering task, especially for the beginning roleplayer or GM. Not only do these games cost a lot of timte to learn, they are often quite expensive as well. Desperados offers a refreshing change of pace. Desperados is a roleplaying game set in the Old West of Hollywood, Clint Eastwood and High Noon. The game is simple, straightforward and playable, and it should be possible for an experienced GM to learn the basics of the game and begin running scenarios within an afternoon. The entire set of rules is contained within one book. Dice are not included.

The book begins with a description of how roleplaying games work and progresses through the various steps necessary to create a character. Character attributes are rolled on 4D20, and players have a choice of over 50 skills, many of which are non-combat skills meant to rpobide characters an occupation. Schachter's disarming sense of humor shows through in many of the skill descriptions.

The description of character generation and the explanations of the combat system and other rules are accompanied by examples involving Buck Martin, a sample character. The style of the descriptions is reminiscent of Rurik the Restless in the Runequest rulesbook (now from Avalon Hill). The examples appear frequently throughout the rules, and they are very helpful in their illustrations of the various game mechanics in use.

The combat system is meant to simulate the pace of a western movie. Some parts of it, like the length of a combat round, are left rather loosely defined in order to prevent play from slowing down whie lengthy calculations are made. Percentile dice are rolled to determine whether attacks are successful or not, and the few modifiers that are applied to a character's "To-Hit Percent" are simple and logical. Best of all, they appear on the Player Character Sheet. Hit Locations are used, but point of damage are applied directly to a character's Life Points. Hits to vital areas result in the damage being doubled or tripled. Once the GM and players are used to the combat system, most combats can be played out in very little time. This could be seen as a welcome change from overly-complicated systems which often seem to require most of an evening for the playing out of a fight involving only a few characters.

The Player Character Sheet is excellent, with spaces for all range adjustments for each weapon the character carries. Also provided is a space for the character's First Shot Number with each weapon, which is used for the classic "fast draw" seen in so many movies. At the bottom of the Player Character Sheet are all tables which are commonly used by the players. This feature is commendable, as it speeds play by making repeated references to the rules unnecessary.

Skill advancement for player characters is as logical and straightforward as the other rules in the game. Experience Points are rewarded, not only for combat, but for formulating plans, deductive reasoning and for the successful use of non-combat skills as well. Experience Points can be used to increase skills and attributes. Characters also earn Renown as they earn Experience Points. Renown is a measure of a character's fame as word of the character's deeds slowly spreads throughout the West.

One of the best features of Desperados is the designer's guidelines and hints for both players and GM's. Schachter provides advice on various aspects of gaming such as maintaining the flow of the game, balancing challenges and rewards, keeping the game interesting and managing campaigns. His advice obviously comes from gaming experience gained over a long period of time, and there are useful suggestions for both beginners and experienced gamers alike.

Overall, Desperados represents an excellent value for someone looking for an Old West roleplaying game. It has its faults: Some people may not like the fact that it does not try to be historically accurate, and others may not feel secure without several books full of rules to refer to. For the rest of us, however, Desperados provides a fast-paced, lighthearted game at a reasonable price. Perhaps its only great fault is that the game is still difficult to find in some areas. In that case, it is possible to write to Skycastle Games at PO Box 403, Cotati, CA 94928 for information on ordering the game directly.

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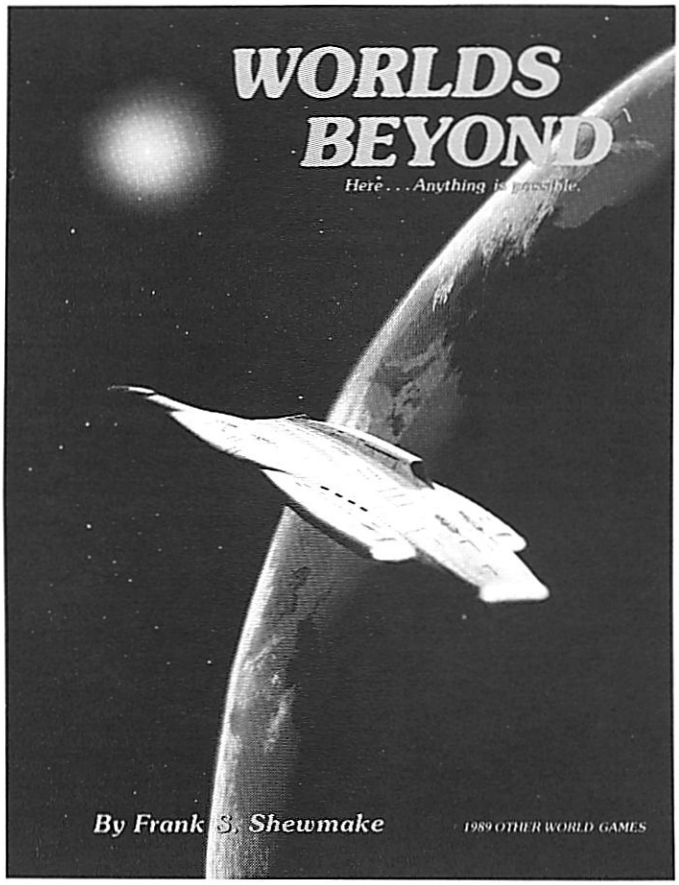

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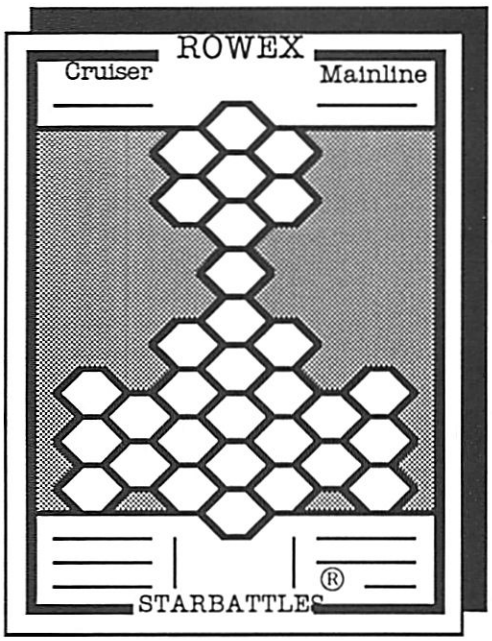

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GURPS Wild Cards

Reviewed by John Sullivan

GURPS Wild Cards is a worldbook for Steve Jackson Games' GURPS. You need GURPS Supers to play it. GURPS Wild Cards is written by John J. Miller, one of the original authors of the Wild Cards books from Bantam Books. His credits are exceptional, and so is the writing of this worldbook. The writing is fresh, interesting and concise; Wild Cards is perhaps the best written worldbook yet. I gound it very easy to read and understand. It also has something else new: a disclaimer. On the back caver is a warning advising of adult material and situations in this worldbook. I appreciate this. As a parent, I have never cared for the apparent blatant disregard some gaming publishers have toward publishing material that is not proper for young children. And some of the material in Wild Cards is quite adult, Fortunato or the Astronomer for example.

Wild Cards is a shared anthology available from Bantam Books. So far there are five books in the series with at least six more books expected. This shared anthology concerns an earth like ours that was effected by a space virus, called the Wild Card Virus, on September 15, 1946. This virus was released in New York, where most of the action takes place. Most of those affected by the virus died instantly (this is known as Drawing the Black Queen) with many others gaining hideous deformities (these unfortunates are the Jokers.) Some gained a trivial or useless power, they are caled Deuces. And a precious few gained awesome abilities, in effect, superpowers; they are known as Aces. The GURPS Wild Cards worldbook discusses, in detail, this world and the various influences that affect it.

The book itself is 128 pages. The cover artwork is very nice, setting the flavor of the entire book. The interior art is of high quality, Steve jackson Games has gotten some new work from Dennis Loubet giving a sharp, fresh quality to the product. A stimulating approach after some of the poor interior artwork in GURPS Supers.

The Introduction makes fascinating, enjoyable reading, providing a background look at how Wild Cards was begun — as a Role-playing game! John J. Miller takes us behind the scenes on a delightful journey. In some ways, this was my favorite part of the worldbook. It is always helpful to me to understand how a world came about in the first place. This allows me a deeper understanding of the specific Game World.

Chapter 1 takes us on a guided tour of the history of the World. THis chapter also includes a detailed timeline which allows the Game Master to start their world at any point in the history of the Wild Cards world.

Chapter 2 gives a breakdown and explanation of the Wild Cards Virus itself. This is an excellent example for other Game Masters who want to develop a rationale for Supers in their world.

The third chapter gives us the characters of the Wild Cards world. They are provided in complete GURPS Supers detail including the writer who created the character in the first place; a nice touch. THe only character I could not find written up, although she is mentioned, is BRAIN TRUST, Blythe Stanhope van Renssaeler, of the Four Aces. Another problem is that many of the characters are still being used by their various writers who want to keep certain aspects of these characters secret. As such, many powers and occurrences are not explained to prevent giving away elements of future Wild Cards books. To the authors; credit, he mentions this, allowing the Game Master to deal with the character as they wish.

One large problem I have with this section is that point totals are not given for any of the characters. I don't care if they come in at 750 or 7500 points, point totals would have been very helpful to the Game Master.

As for the characters themselves, they are well represented in GURPS terms, complete with superpowers, skills, advantages and disadvantages. This section will be very helpful for GURPS Supers Game Masters who are still having troubles with character generation. The only character I felt was not well covered was The Sleeper, Croyd Crenson, a Game Masters' nightmare. Croyd sleeps for long stretches; when he awakes, he has different powers. The Game Master is advised to roll 2 six-sided dice, subtract 1 and multiply the remainer by 100 to get the amount of character points Croyd gets for this "incarnation." A few specific examples would have been helpful, such as the gorms he had the first few times.

Historical Biographies on some of the important people are also included. THey list our worlds' events and the events that happened in the Wild Cards world.

Chapter 4 takes us on a tour of New York, where the Virus was originally released. The city is briefly covered by what is covered is detailed enough for the Game Master to begin play there. In addition, an Aces Magazine Supplement is provided listing various clubs and places to wine and dine. From the plush to the pits are covered. This section really helps establish the flavor of the Wild Cards world; you really are taking a walk on the wild side when you stay and play here.

Organizations are covered in Chapter 5. The street gangs, religious groups, Joker's rights organizations and criminal conspiracies. Abbreviated character write-ups are provided allowing the Game Master to run the character "off the cuff," if necessary. Enough information is given to flesh out this aspect of the Campaign World.

Chapter 6 gives us the Aliens that have influanced the world: from the Takisians to the Swarm to the Network. The writer who created them is listed, along with information necessary to run them in a campaign. Alien Player Characters are discussed to allow them gameplay. The Swarm, as a major, possibly re-occuring villain groups, is wonderful. This really is a world-changing race of invading aliens. For all of the gamers who wanted to go toe to glob with bug-eyed monsters, her's their chance.

The last Chapter is on gaming the Wild Cards. Advice and instruction is given on adding that flavor particular to the genre to your game. This no-nonsense, practical chapter should have been included in GURPS Supers: it's that helpful! The only thing I felt was lacking were directions and options on using the Wild Cards world as a supplement to an already existing Supers Campaign. Ways for geting already existing characters to the Wild Cards' world and (perhaps) back again. A way o f using the Swarm against the earth the Supers are already in would have made this supplement more universal. Although most good Game Masters could write this up, some guidelines could have been included. This seems to be a common weakness with GURPS worldbooks. Steve Jackson Games seems to feel that "good game masters" could write up whatever they need, whenever they need it. If that is the case, then why do they need any of the GURPS worldbooks in the first place?

GURPS Wild Cards successfully addresses tjhe ways to run a successful Supers campaign using the world of the Wild Cards. The world flavor is highly described and guidelines for adventures and play are given. For those of you who have been waiting to play in this world, now you can. However, this addresses one other problem with this worldbook: you need TWO other Steve Jackson Games products to play it, GURPS Basic and Supers. This is going to cause some players to take a hard look at Wild Cards; do they want to buy a GURPS worldbook to play a GURPS worldbook? If they want to play Wild Cards, then the answer is a resounding yes! If they are going to be using it as a separate world or a sourcebook for characters only, then the price is a little steep at $16.95; they would be better off to buy a villains book and an adventure supplement.

Paranoia's Secret Society Wars An Overview and Review

By Leo Eric Shepherd

They say it's always darkest before the dawncycle. Such it was with West End Games' Paranoia line. After a startling low point with Don't Take Your Laser to Town, which is without a doubt the worst Paranoia adventure I've ever read, West End returned to their usual quality with the release of the DOA Sector Travelogue.

In case you never bothered to buy it, DOA is an 80 page supplement which explores a typical sector in Alpha Complex in agonizing detail. While it was impossible to cover EVERYTHING in 80 pages, West End did their best. They tell you about everyithing from cloning facilities to termination centers, from Infrared goop lines to the DOA sector compnode. They've also included several wonderful tables: random pipe contents; random bureaucracy generation; random victim; and not-so-innocent bystanders. Think of the fun you can have by mixing these up! Even if you don't intend to use the DOA campaign background, you ought to buy it for the background information, as well as for THE SECRET SOCIETY WARS.

See, things are really starting to snowball in Alpha Complex. The status quo no longer exists; life is quite turbulent. DOA gives additional infomation on every secret society; this both updates their situation with respect to the Secret Society Wars, and also gives the societies more detail and incentives to do nasty things. Great role-playing stuff here.

And the Sierra Club gets wiped out.

See? I told you things were happening. The Sierra Club was one of the largest secret societies in existence, and now they're almost gone. Just a few die-hards clinging to the old ideals.

The Secret Society Wars continue (more or less) in The People's Glorious Revolutionary Adventure. Actually, there is very little Secret Society Wars action in this scenario, and what there is seems a little out of place in the context of the adventure. Therefore, I shall review this product in greater depth at a later time. The Wars then escalate in More Songs About Food Vats, where the players must bumble through Alpha Complex's food processing centers to chase down some bit players in the Secret Society Wars.

The adventure is a good, old-fashioned Paranoia romp, complete with very annoying R&D devices, and unusual places to cross lasers with the bad guys. The adventure has inside jokes for veteran Paranoiads (like the return of Lucky), and is epically staged. Everything the players do seems to have long-range negative consequences. The players are led by the nose, as is all too common in the role-playing industry. The interior illustrations are also average at best. But overall, it's a good adventure. Plus, your players will get further exposed to the drama of the Secret Society Wars. Casualties are all over the place. It seems the splinter groups (from Acute Paranoia) are taking their lumps. Sense of sweeping epic beyond humand comprehension here. And the computer is a little under the weather. Sniffle. Seems to have caught a little virus. Achooo! Probably nothing to worry about. All of which culminates in West End's newest release, The Iceman Returneth, which is properly billed as "The Most Important Pranoia Adventure of all!"

Ooh! Lots of stuff happens in this adventure! The players get to tend a nuclear reactor, be interviewed by reporters, hassle with garbage disposal, appear on a Teela O'Malley vidshow, go to Des Moines, and run around in an Ultraviolet-cleared area. The adventure is well-written and quite humorous, and the illustrations, though a departure from the stark Paranoia norm, are well-done. The players get exposed to a bewildering variety of life-threatening events, sure to confuse even the cleverest player. Granted, the adventure also tends to be a little lead-by-the-nose, but the players don't seem to mind so much when you lead them by the nose out of certain death situations, which happens quite often in Iceman. And perhaps there could have been more foreshadowing, the better to instill the players with the proper amount of dread. But then again, how can you foreshadow a surprise ending?

The Ending is something I'm not about to reveal. West End tends to terminate people who let the catbot out of the bag. You're just gonna have to buy The Iceman Returneth and read it yourself. But Big Things are a-happening in Alpha Complex.

So to summarize, the Secret Society Wars is the first Paranoia epic. The associated products are well-done, and five the players a feeling of adventuring in a changing, evolving world. It is highly recommended that you play the adventures in order.

West End did miss an opportunity to give the players a more integral role in the Wars themselves, but they do get to fight the Secret Society Warriors in Food Vats.

And start saving your money for a supplement after Iceman. You'll be glad you did.

Space Hulk

The game and some rules

By Barry Osser

You probably said the same thing I did when you saw Space Hulk at the place you buy games... Oh my god, another Games Workshop game with a tremendous price tag. I can't fathom it either. Why are their games the most expensive on the market, and usually some of the best selling? It just doesn't make sense. But after concerning myself with this bewilderment for a couple of minutes, I plunked down my $47.95 and bought it, and for the first time since Talisman, I wasn't disappointed. In fact, I was impressed!

Being an avid 40Ker, I have always been interested in both the Genestealers and, to a slight amount, the Terminators. The premise for the game was an intriguing one and the more I read, the more I liked it. Like most Role-players who play GW games, I have been looking for a role-playing setting for 40K. I've tried to play my game with specific adventures set up from role-playing. It's difficult without a collection of rules governing it, but not impossible. however, when the background for Space Hulk was firmly entrenched in my mind, I knew what I wanted to run for adventures or missions. The nice thing was, now I didn't need to draw a bunch of maps and create a background. It was right there in front of me. In addition, I decided that the incredible price tag could be offset by viewing the purchase as strictly buying the miniatures. If you have priced either Genestealer miniatures or Terminators recently, you'll know what I mean when I say that $1.25 a miniatures is an incredible bargain for a GW miniature, and that's all it is. You get 30 miniatures for $47.95. That's only $1.25 a miniature and then you get everything else for free. It could actually be construed as a deal.

I read the rules and immediately sat down for a game with a friend. The rules are fairly straight forward with very little left to guess (although there are some parts of the rules that need clarification.) We set up the floor plan (which is very nice and very colorful) and began the game. Marines won. We played again, Marines won again. In fact, until we decided that maybe we should use the time rules, the Marines always won (hint #1; use the time rules or the Marines will always win.) After that, it became a battle of wits.

Now, I realise the price to get into the game is steep, but once your in, I believe it has been worth every penny. The only thing I found that was lacking were enough floor plans. There just weren't enough tiles to create your own giant Hulk. My hope is that GW will release extra floor tiles like they did with track sections for Dark Futures (there 3D Car Wars game.) However, I still highly recommend the game, extra tiles or not. There are enough variations you can play with the tiles included to make you feel like you have unlimited options.

Some things that I thought were missing are really what I wanted to share in this article. One of the things I have learned is that GW is primarily a miniatures company and not a role-playing company. As such, I assumed that every game they put out would have a point system, but this one doesn't. Even if you add the rules from White Dwarf, you still do not have a cost system that will allow you to create your own very specific squad. This can be especially important if you only have a select few miniatures to choose from and (like me) forget what extra equipment a miniature has when the miniature itself is not carrying the extra Assualt Cannon, Flamer charge, or whatever. So for those who can use it, here is a point system that has worked for me.

To begin with, you should use the system suggested in White Dwarf for deciding who will be the Marine player. Once this is done, the Marine player will have a set amount of points to spend. He or she may choose to spend them any way they wish using this system. Remember that most (if not all) missions require you to burn some portion of the map. Keeping this in mind, don't forget to outfit your squad with at least one flamer.

The base cost for a Marine is 1 point. Sergeants cost 2 and Captains cost 3. The Captain will come equipped with a free Power Sword (one that he need not pay for.) Finally, Librarians cost 3 for a level 1 Psi. The Librarian begins with a Force Axe and can be raised in level at a cost of 3 points per level up to 4. Thus a level 3 Librarian would cost 9 points (3 for the Librarian and 6 for two levels increase.)

Now that you have your basic costs you need to outfit your marines with weapons. Non-standard weapon stats are available in White Dwarf issues 115 and 117. All Marines (except Librarians and Captains) begin with a Power Glove for free. To arm them with their basic weapon, The Bolter, costs 1 point. Flamers and Assault Cannons cost 2 points each to arm your Marine with these devastating weapons. Reloads for each cost 1 point. This will give you the point cost to arm your marines with their distance weapons. Now, your marines will probably want so close-in fighting weapons.

There are only a couple of weapons that have been offered for the close combat fights. The Lightning Claws (which take up both fists so don't waste points on arming this marine with a Bolter) and the Hammer and Shield cost 1 point each. Hammer and Shield come as one unit. The cost of a Chain Fist is two-fold. You can upgrade one Power Glove to a Chain Fist for free. The second and beyond upgrades from Power Glove to Chain Fist cost 1 point each. Thus a squad could have one marine armed with a Chain Fist for no extra cost and 3 marines armed with Chain Fists for 2 points.

If you should wish to include the Grey Knight Terminators in combat, they are bought with standard Force Axe and Bolter. They gain a +2 bonus in close combat. They have a cost of 4 each with no more than 2 per squad.

That's it. The point system is very simple but will allow you to make up a specific squad to take on the Genestealer Hordes of the Space Hulk. However, there are some other things I might let you in on. First, the Storm Shield that is discussed in White Dwarf (WD) #117 says that you can "parry an attack coming from the Marine's left-hand side". It then never gives a description of what parrying is. I've simple used the parry rule for the Power Sword in WD #115. If you play Space Hulk, I would recommend you have a copy of both of these issues on-hand. They are very valuable for play.

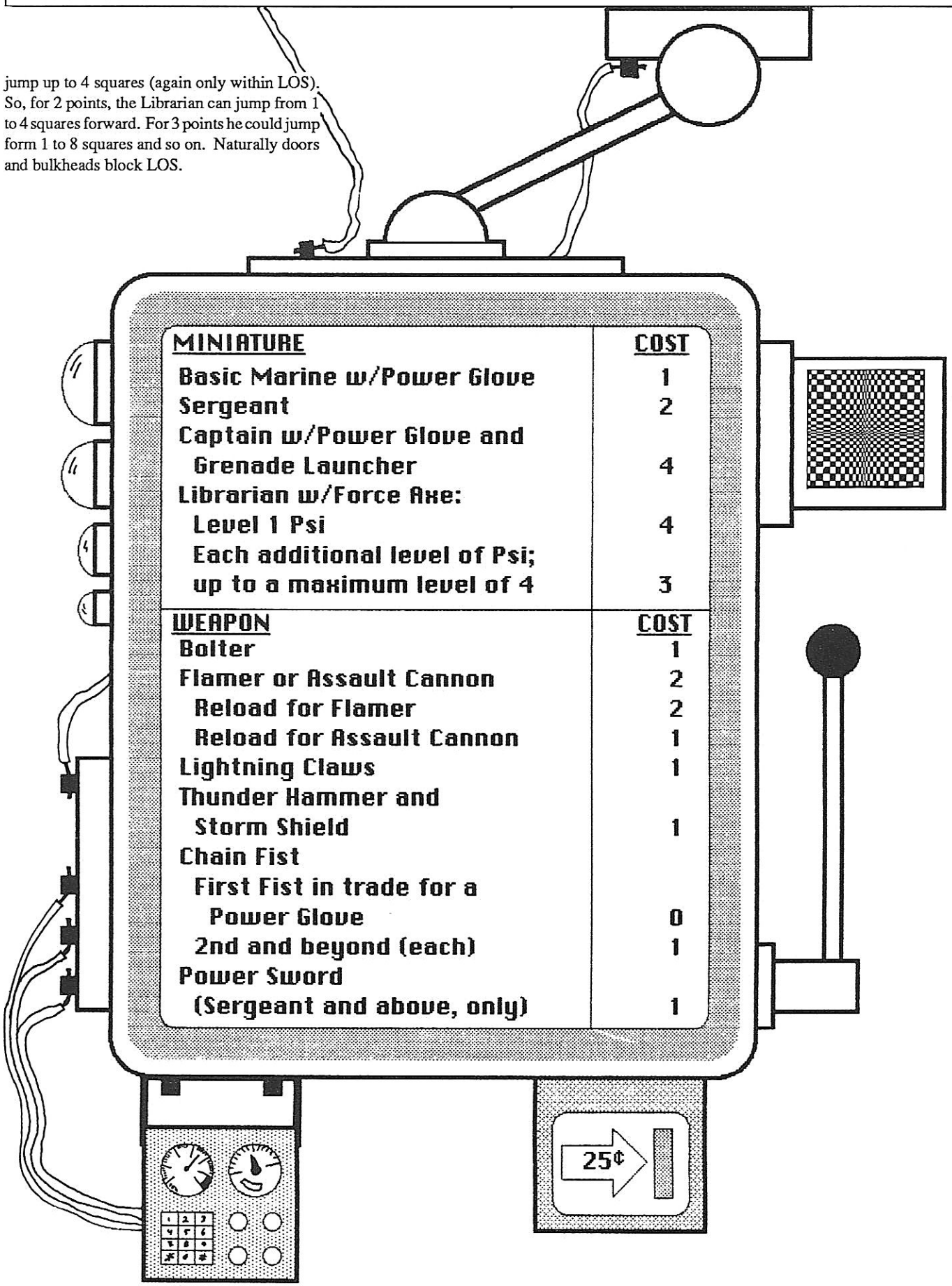
Another problem we had was that there is no suggestion in the rules about using Command Points for setting Overwatch during the Stealer's turn. Our decision, and one that makes sense, is to allow a Marine to go on Overwatch if the Marine player has enough Command Points to allow him to do so. Our reasoning behind this is that there is a Lieutenant who is coordinating all the movements of the Terminators in the Hulk and he can tell a specific Marine to go on Overwatch if it appears to the Captain that that Marine would be most useful to do so. it also gives the Marine a little more lee-way on his time if he has lost both sergeants (like I did) and is down to two minutes for his turn.

For those of you who would like to do more with your Librarians, I offer below one possible new psionic power. Others are of course possible, just keep in mind that if the Librarian's abilities grow too strong, no one will be playing Terminator grunts anymore.

TELEPORT:

The Librarian character, using his Force Axe to channel his powers, has the ability to teleport within LOS. If he has LOS, the Librarian can, for a cost of 1 AP and 1 psi-point, initiate a teleport or "jump". The jump's distance is determined by how many additional psi-points are used. For each additional psi-point above the one point to initiate the jump, the Librarian can

jump up to 4 squares (again only within LOS). So, for 2 points, the Librarian can jump from 1 to 4 squares forward. For 3 points he could jump form 1 to 8 squares and so on. Naturally doors and bulkheads block LOS.



MINIATURE	COST
Basic Marine w/Power Glove	1
Sergeant	2
Captain w/Power Glove and Grenade Launcher	4
Librarian w/Force Axe:	
Level 1 Psi	4
Each additional level of Psi; up to a maximum level of 4	3

WEAPON	COST
Bolter	1
Flamer or Assault Cannon	2
Reload for Flamer	2
Reload for Assault Cannon	1
Lightning Claws	1
Thunder Hammer and Storm Shield	1
Chain Fist	
First Fist in trade for a Power Glove	0
2nd and beyond (each)	1
Power Sword (Sergeant and above, only)	1

CYBER SLANG: PART II

More glitter talk, hip speak and street slang for Cyberpunk
Compiled by Mike Straus

Greetings Streetkin, from the Institute of Cybertechnology. Once again I think it is time to take a good, long look on how to walk, talk and be CYBERPUNK, because the amount of Posers out their is getting Wigly.....

A-Type: Glitter talk for some one who is both pure of genetic mutation(natural or artificial) and has no Cybernetic Implants. See also: N-Type, Psi.

AGRIPLEX: Corp Speak for large system of farms all run by one Agri-Corp. A collective farm. See Agri-Corp.

AGRI-CORP: A Corporation that deals with the purchasing and operation of farm land in the "Bread Basket". Also responsible for converting the Fringe back to farmed land and getting rid of Nomads, through any means possible. See Fringe.

BLOC: Corp Speak for a Business Cartel composed of Corp's with similar interests.

BURN: Net runner term, to forceibly enter and destroy a matrix. See Crash, Ram.

BUTTONHEAD: Glitter talk for a person addicted to stimulating the pleasure centers of the brain through interface sockets. See Tasp, Moddie.

BOMBSHELL: Street slang for evacuate an area quickly, to run fast.

BAG JOB: Net Runner Talk for Surreptitious entry in to a Matrix, usually to copy or remove data. See Net, Net Runner, Net Nerd, Upload, Download, Matrix.

BLACK: Net Runner talk for any type of "illegal" program designed to stop or harm a Net Runner. See Black Ice.

COLLARBOY: Street slang for a white collar worker.

CRYO MAX: Glitter talk for a fashion style based on 19th Century Russian romantic dress mixed with Cybertech.

CRYSTAL: Net Runner talk for a liquid crystal computer matrix, or anything run by a LC matrix. LC matrix's are very state of the art and very black.

CRASH: Net runner term, to enter a matrix by stealth and then "Crash" all it's systems, usually with a virus. See Burn, Ram.

CRYSTALJOCKEY/CRYSTALJOCK: Another name for Net Runner. A Net Runner who specializes in LC matrix's.

CLOSE, CLOSE
A CONTRACT: Solo/Street slang for assassination. Also neutralize,grease,wax, hose,pop,dust,smoke,vape, ice. See Flatline, Ram.

COMINT: Net Runner slang for communications intelligence.

CUT OUT: Solo/Street slang for a go-between, used for security in a covert operation.

DELTA: Solo/Street slang for any type of aircraft used in smuggling.

DELTAJOCK: Solo/Street slang for a "delta" pilot, or any type of boosted pilot who uses His/Her skills for smuggling or other crimes.

DIRTGIRL: Orbital slang for an earth woman. Glitter Talk for a female Nomad. See Mudboy.

DATA: Net Runner talk for any type of information.

DATA JERK: Net talk for false information or a Nerd Net Runner.

DATA BASH: Net talk for cracking or burning another matrix.

DENIABLE PERSON/DENIABLE: Solo/Street slang for someone hired so that they can later disavow all knowledge of a operation if something goes wrong. Also known as a false witness or a friendly witness.

"DYING OF THE MEASLES": Solo/Street slang for a killing that is made to look "natural".

EYE FACE: see FACE

EXTRACTION: Solo/Street slang for the removal of a team, or gang from it's operations area. Also Corporate Kidnaping.

ELSUR: Net runner term for electronic surveliance.

EMP. Net runner term for an electro magnetic pulse.

EVAC: Solo/Street slang for evacuate, to leave an area.

EVAMP: Net Runner term for electronic vampire, a program that attacks and absorbs other programs.

EVANG: Street slang for anybody who preaches religion.

FACE, I-FACE, EYE FACE: Net Runner term for the interface, a.k.a the NET.

FIRELANE: Solo/ Street slang for the clear area a weapon can put it's shots into, I.E no innocents in the way. Used in reference to rapid fire smart gun's.

FALSE FLAG: Solo term for making an operative think he is working for one person or group, when in fact he is really working for another completely different master.

FLAG: Street slang for a gangs "colors" or "tag". See Tag.

FALSE FACE: Glitter talk for getting cosmetic surgery to look like a popular rock star or sim stim star See Posing, Poser Gangs.

FACE: Glitter talk for makeup.

GONZO: Street slang for someone who is totally insane, even by street standards.

GIG: Glitter/Rocker talk for a performance.

GAG: Glitter talk for disgusting, as in "gag me.."

GLITTER: Money,gems,fur's,bop's anything that only the truly rich can afford.

G-TYPE: Glitter talk for some one who has been geneticly altered. See A type, N type, psi.

GANIM, GONIM: Glitter talk, exact reference unknown, useuly refers to something very exciting as in Its totally ganim !. See Hip, Wavy, Wigly, Very.

GEN CORP: Corp slang for any type of corporation that deals with genetics.

HARDFIRE: Street slang for a chemical reflex booster, or a reflex booster that has been altered. as in the owari chemical trigger, a reflex booster that injects a measured dose of combat PCP.

HEART: Net Runner term for a liquid crystal matrix, or the center of a matrix.

HOB: Glitter talk for a international style of popular music, that combings western dance music with Afro/ Arab and Asian rhythms, themes and modes.

HOT LZ: Solo slang for a landing zone under hostile fire;n to make a landing under fire. Street slang for the territory of an enemy gang.

HOP: Net Runner term for jumping quickly from one part of the net to the other, in order to escape killer programs. SEE Black Ice.

I-FACE: See FACE.

INSERTION: Solo/Street slang for the delivery of a team close to it's targets. Or to invade enemy territory.

INJUN COUNTRY: Solo/Street slang for enemy territory. Also the sharp end, the AO.

IA: Solo slang for immediate action drill. A set series of actions performed by a combat team to speed reaction in combat.

INVID: Term for combat robot designed along the lines of a giant insect, source of term unknown.

-JOCKY, -JOCK: Street slang for a person with technical skills of a high order. I.E. Delta jock, Crystal jock, net jock.

JOCK: Glitter talk for anyone who partakes in professional sports.

JUMP, JUMPER: Net Runner term for a program that allows you to "jump" past a matrix's defensive grid's.

KILL ZONE: Solo/Street slang for the areas of a body where, if hit by a weapon, will instantly kill a opponent. Also the area of max destruction in a ambush situation.

LINEFOOT: Nomad slang for anyone who is not a nomad.

LITEJACK: Glitter talk for a type of popular music/ performance art in which multiple instruments are played through a interface by a single artist.

LEAP, LEAPER: Net Runner term for a faster version of a jumper program. It leaps past the defensive grid but provides no protection from the grid.

LANDING HOT: Solo slang for a fast landing or landing with a damaged vehicle.

MAXIMUM, MAX: Glitter talk for good or superlative. as in "To the max" or "maxed out"
MINIMUM: Glitter talk for bad or a bad situation, sorrowful.

MUDBOY: Orbital slang for a earth man. Glitter talk for a male nomad. See Dirt girl.

MIN, MINOMATIK: Glitter talk for a minimlistic style of music and dress.

N-TYPE: Glitter talk for anyone who has undergone extensive genetic modification, examples include Animal men, orbitals, Teraformers,Clones, bop's, Dolls and Psi's. See: A type, G type, Psi.

PANZER: Solo/Street slang for any type of armored vehicle used in smuggling, useuly in reference to hovercraft or A.V's.

PANZERBOY/GIRL: Solo/Street slang for the driver of a panzer. a.k.a Panzerjock.

PSI: Term for anyone possessing unusual mental abilities such as telepathy, telekinesis, danger sense. etc. Known collectively as Psionics or "Way's". Some people are born Psi's but most are artificial. See A type, G type, N type.

RUNNING THE LINE: Street slang for carrying contraband from one point to another.

ROLL UP: Street slang for capturing or kidnaping someone.

RV: Solo slang for rendezvous point. Also pickup zone or PZ.

RAM: Net runner term. To quickly enter a matrix by force. See burn, crash.

SANITIZE: Street slang. To remove all identifying marks from the seen of a crime or rumble.

SHOES/SHOEMAKERS: Street slang for false ID's and those who make them.

SLEEPER: Solo slang for a potential operative who is kept on tap until needed at a future time.

THATCH: Street slang for some type of Psycho Killer, also known as CyberPsycho's or Burmas.

THIRDMAN: Street slang for a middleman, often someone in the criminal underground or a smuggler. A.K.A. a Fixer.

TECHNICAL PENETRATION: Net runner term for the use of electrical/mechanical information gathering without runing the net.

TIGER TEAM: Net runners who test Net/ Matrix security by attempting to penetrate it.

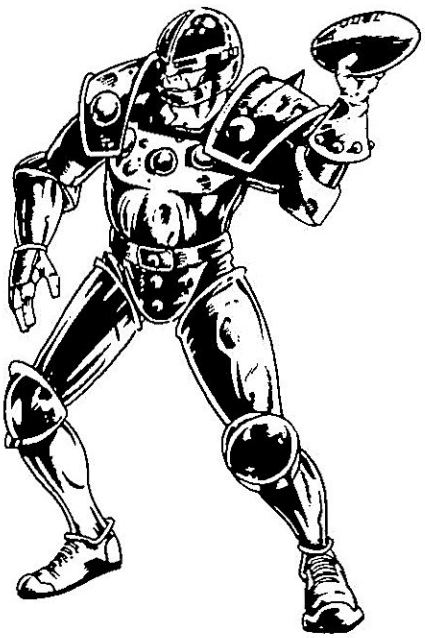
VENICE:Glitter talk for any part of a flooded coastal city.

ZONEDANCE; Glitter talk/Street slang for a type of dominance dancing. A "Zoner" attempts to persuade — by charisma, talent or violence — other dancers in His/Her zone to conform to His/Her movements

Well that's it class, now you are Hiper then Hip. NOW get out there and show those posers what you got. See ya.....

Source Material
Hardwired by Walter John Williams.
The Hardwired Sourcebook. A supplement for R. Talsorian's Cyberpunk. By Walter Jon Williams.
Solo of Fortune: A supplement for R. Talsorian's Cyberpunk. From R. Talsorian Games.
Mirrorshades, the Cyberpunk Anthology: Edited by Bruce Sterling.
Software and Wetware by Rudy Rucker
Johnny Zed by John Gregory Batancourt.

AND OF COURSE.....
BURNING CHROME, NEUROMANCER, COUNT ZERO AND MONA LISA OVERDRIVE BY. WILLIAM GIBSON.



Bloodbowl Leprechauns, cheating, bribery... What more could you want?

By Bill Byrd

"Dragon Spine Peaks stadium is located at the top of the world and is the sight of some of the lowest Bloodbowl games in history. Hi, this is Raoul the Ghoul reporting the after-game highlights from Dragon Bowl XIII. The Fairmeadow Faeries beat the Mountain Peak Wreckers in a tournament full of surprises and plenty of bloodshed. The Wreckers started off by surprising the Faeries with their shapeshifting lineman. The Faeries quickly called in their Treemen blockers and were able to keep the werewolves occupied while the leprechaun linemen ran for a touchdown. The Wreckers pulled in their minotaur blitzers to hopefully wipeout the Faeries running game. Unfortunately, the leprechauns were able to teleport around the Wreckers, allowing them to score two more times. Final scores: Fairmeadow Faeries 3, the Mountain Peak Wreckers 0.

In a side note, after the winning touchdown, the Wreckers systematically beheaded the referees claiming excessivbe bribery fees. Apparently the Wreckers paid over five thousand gold to the judges and still lost the game. The head lineman for the Wreckers, Double-fanged Duke, warned that if the referees are going to take bribes and then not honor the spirit of cheating, they had better be ready to payback with interest to the bloodbank."

Leprechauns:

Leprechauns are quite good players of Bloodbowl, making good linemen and better catchers. Their favorite tactic is to use a running game, charging heedlessly toward blockers and linemen only to diappear and reappear begind the opposing team. The problem with leprechauns are that they are cocky and mischevious. Many times, two leprechauns will casually throw the ball to each other waiting for the opposition to run forward. When the opposition arrives, they find two paper dummys holding a mug of beer with obscene notes scrawled on them. This usually sends the opposition running toward the leprechauns dug-out with pots of glue and burning oil. The result is slightly messy. In the case of the Minotaur Massacering Morbids, the leprechauns lost four players to the Morbids pregame snack and for retribution, the leprechauns put fireswamp acid slugs in the Morbids' cheerleader's clothing. The game had to be called before it even began due to the referees being caught in the middle of the Morbids trying to splat teleporting leprechauns.

	MA	SP	ST	AG	TS	CL	AV
Lineman	3	+3	2	4	0	0	8
Catcher	4	+3	2	5	0	0	7

Teleporting: Leprechauns may teleport any space surrounding opposing occupied squares. This counts as three movement spaces. Leprechauns cannot teleport into the endzone to score due to magical wards in the endzones.

At Bogville stadium, the Fairmeadow Faeries have once again proven that a good player doesn't hold up to a sneaky one. The Faeries have recruited a defensive line that has proven itself effective against the Marshtown Marauding Mercs. The Mercs' orc linemen were quickly swatted aside by the four centaur blockers. . After the linemen for the Mercs tried to tackle the four blockers from behind, the true strenght of the centaur blockers was felt. The rear horse legs of the centaurs sent the orc linemen flying thtrough the air. As a matter of fact, the cetuar squad was able to kick the Mercs' snotling catcher into the Mercs' endzone allowing the little guy to be jumped by the rest of the team. The snotling just couldn't handle three drunk leprechauns wielding tobacco pipes and ale mugs. He did the only sensible thing possible, he gave the Faeries the football for asylum.

Another favorite team of Centaurs, the Ironhoof Crushers, has captured the hearts of fans by their unusual system of plays. These centaurs start off by backing up to the starting line and kicking off in an unusual manner. If the other team is Goblinoid size or smaller, they usjally find themselves flying toward the endzone, leaving the thrower with no one to throw the ball to and a line of rampaging hoofbeats coming straight forward. In one memorable game, the crushers fought with the Trollswap Trollops.

The Trolls countered the Crushers lineup by puling out lassos and as their team captain put it, "We'd lassoed dhoes ponylunches err ponymen like a great big bar-be-que umm rodeo." Mysteriously, several star players for the centaur team were found missing after the game and are still listed MIA.

Centaurs:

	MA	SP	ST	AG	TS	CL	AV
Linemen	5	+3	6	3	0	0	9
Blitzer	5	+4	7	3	0	0	9
Blocker	5	+2	7	2	0	0	10

The centaur is counted as a large monster but has its own special abilities. Centaur players have Long Kick (level 2), they can tackle opposition from behind and recieve a +1 on their behind tackle, and they have the ability to kick players

of goblinoid size and smaller.

Kicking Chart

2-3	Centaur kicker loses balance and falls.
4-7	Centaur missed.
8-9	Other player hit by swishing tail, roll AG or under on a d6 or fall down.
10-11	Other player falls down and makes AV roll.
12+	If small size (goblinoid, snotling, etc..), player sails through the air 2d6 squares. Make AV roll. If missed, add +1 on Injury table for each 3 squares travelled. If large size, player is stunned.

Good evening, this is Raoul the ghoul at Tombstone stadium. Tonight the Seatomb Sailors arise to take on the (snicker) Toseglenn Tulips (Heh, Heh, Snicker... Blah hah hah). The Seatomb Sailors skeleton linemen approach the Tulips all-pixie linemen. The Tulips pass the ball and pass right through the legs of Maneater Max, the head blocker for the Sailors. Oops, Max took a swing at a runner but hit one of his skeleton linemen. If the pile of bones can be taken off the field before... Nope, Max is having a brief break for some spare ribs, sparer arms, and powdered thighs courtesy of the skeleton player that received the flying swing. The pixie runner, Lightning Wing Lennie, has made it to within a couple of steps of the opposition's endzone. The Sailors' blocker, Dornu the Orc, is pulling out a fly swatter and is... er, the ball darted inbetween the blockers and has scored a touchdown.

[Later] Only half of the Tulips are down and they have interecetped the ball. They are running, running,... the other half of the team are now down. See you next game.

Pixies:

	MA	SP	ST	AG	TS	CL	AV
Runner	6	+4	1	5	-4	0	4

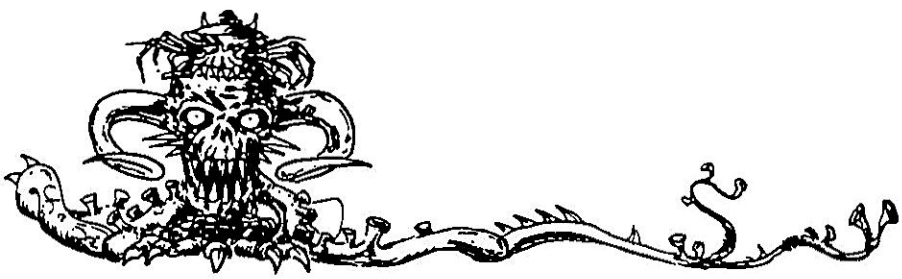
The advantage of Pixie players is their speed, agility, and their abilitiy to dodge between large monsters. Such players as Ragweed Reynold, star runnner for the Thornbush Thrashers has scored over 200 goals before running into his death. While playing the Rats, a maneating Venus Flytrap ended up in the endzone. The poor little guy was swallowed before the referee could call a touchdown.

And now, a couple words of strategy from each of the Bloodbowl teams:

Chaos Team: Blood, squirt, blood.
Orc Team: If it big, run. If it small, eat it.
Dwarf Team: We make the rules, you make the turf.
Elf Team: Ohh, Gross.
Dark Elf Team: Sacrifice, Power, Darkness.
Goblin Team: Burn dur joks.
Halfling Team: Eat, Eat, Eat, Drink, Eat, what's the ref screaming at, Eat.
Skeleton Team: Get that dog off the field.
Mummy Team: Band-aids, superglue.
Skaven Team: It only cheating if caught and not bribed.
Slann Team: If it looks grim, bluw up the planet.
Norse Team: Kill, Maim, decapitate, amputate, cleave...
Werewolf Team: AARRHHOOO.
Mixed Race Team: You can't eat me, I'm on your side.
Ogre Team: Just get them.
Troll Team: I got da ball, now what?
Minotaur Team: RROOAARRGGHH.
Snotling Team: I wanna play.
Treemen Team: Put that axe down before I ram you.

And finally, a simple word to referees: Cheating and bribes are heavily governed by rules and regulations set up to offer the referees the most money for the least calling. After the Swampbowl V, certain restraints had to be enforced for protection of fans. The Gastly Gasses in this memorial game had installed five hundred pounds of explosive dragon dung in the locker room of the opposing Sythefield Psychos. Unfortunately, the explosives not only took out the Psychos, but the entire left-hand side of the field as well as the majority of the Swamspswanee City. Needless to say, the Gasses have been banned from most tournaments.

Cheating is ruled on by drasticity. In other words, how many players, fans, referees and structures will be taken out and for how long. Referees should consider this well before accepting any bribes. Cheating can kill you.



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Advanced Rules for Shadowrun

By Daniel A. George

"They dance and sing throughout their lives, unaware of the dangers that lurk within the shadows."

- An unknown former rocker, 2049

This August, FASA released it's newest promising game system, Shadowrun. The theme of the game is similar to R. Talsorian's "Cyberpunk"; a dark futuristic game setting that takes place in a world controlled by mega-corporations, computer networks, biotechnology, and the media. Shadowrun takes this world and splashes it with a touch of fantasy; adding dwarves, elves, orcs, trolls, monsters, corporate dragons and magic. It's this innovative touch that makes the game a personal favorite of mine.

The game system as a whole is fantastic, especially the Matrix and Magic systems, but the combat and armor system needed a little more of a "graphic" touch. The allergy table given in the rule book is a little bit too short for my tastes, giving only four disadvantages. So I sat down and created some optional advanced rules to enhance the present game system. I hope you like them. Good luck in the shadows chummer!

New Allergy Table

11	None	41	Drug Addiction
12	None	42	Motion Sickness
13	Silver	43	Motion Sickness
14	Iron	44	Demophobia
15	Iron	45	Manaphobia
16	Sunlight	46	Agouraphobia
21	Sunlight	51	Tetrophobia
22	Sunlight	52	Xenophobia
23	Mammals	53	Brontophobia
24	Mammals	54	Pirophobia
25	Antibiotics	55	Aquaphobia
26	Antibiotics	56	Acrophobia
31	Magic	61	Claustrophobia
32	Plastic	62	Ophiophobia
33	Plastic	63	Skotophobia
34	Plastic	64	Entomophobia
35	Pollination	65	Necrophobia
36	Drug Addict	66	Roll Twice

Roll 2d6. The first number rolled is the tens digit and the second number is the ones digit. For example if you role a 4 and then a 6, you will have rolled a 46.

To determine the severity, use the chart found on page 52 in the Shadowrun rule book.

Every Shadowrun character, regardless of race should roll on this table. This includes humans, who in the original rules didn't roll for an allergy. The designers of Shadowrun included this to create balance in the game, but real life is not this way. Some people are just more powerful than others. This rule, like all of the advanced rules, is of course optional.

New Allergies

Mammal: Animals with hair or fur. The character must come in contact with the animal.

Antibiotics: The character must add a certain number to all medical target numbers, depending on the severity. Nuisance: +1 Mild: +2 Moderate: +3 Severe: +4.

Magic: The character is very susceptible to the powers of the astral plane. The character gets a reduction in the amount of resistance dice used against a spell. Nuisance: -1 dice Mild: -2 dice Moderate: -3 dice Severe: -4 dice.

Pollinating Plants: The character reacts whenever there are pollinating plants within 10 meters.

Drug Addiction: The character requires a drug in order to function. The drug is up to the player or the GM. The frequency in which the character needs to take the drug depends on the severity. Nuisance: once a week. Mild: Once a day. Moderate: Once every six hours. Severe: Once an hour. The results of not having the drug within the time frame results in the effects given on the severity table for allergies.

Motion Sickness: Whenever the character is a passenger in a vehicle of any sort, it results in the effects given under the severity of the allergy.

Phobias: These are extreme fears of a specific item, creature, or circumstance. These fears can be rational or irrational. Whenever the character is exposed to his or her phobia, a willpower test is made. The target number depends on the severity of the phobia. The number of successes will determine how well the character is dealing with the situation.

Number of Successes	Results
None	Character Breaks down and goes berserk, Doing anything and everything to escape the phobia. After the ordeal the character will not be able to function for 1d6 hours.
One or Two	Character will run away. If escape is not possible, the character will become berserk.
Three or Four	Shaken up. +2 to all target numbers.
Five or more	No effect. Everything is cool!

Target Number: Nuisance+2 Mild+3 Moderate+4 Severe+5

Note: This number can be modified, depending on the situation.

Manaphobia: Fear of magic.
Agouraphobia: Open spaces. No walls within 30 meters.
Tetrophobia: Monsters. Unfamiliar critters.
Xenophobia: Fear of the strange and unfamiliar.
Brontophobia: Loud noises.
Pirophobia: Fear of fire. Within 2 meters.
Aquaphobia: Large bodies of water Rivers, lakes, oceans, etc.
Claustrophobia: Enclosed places.
Ophiophobia: Fear of reptiles.
Skotophobia: Scared of the Dark. Sleeps with a night-light!
Entomophobia: Insects!
Necrophobia: Fear of Death and the undead.

Two Handed Weapon Fire:

A shadowrunner may fire two weapons at once, but may only fire pistols or submachine guns. Recoil modifiers are doubled and there is a target modifier of +2 for two handed fire (+3 for submachine guns) and +1 for firing with the wrong hand. So a shadowrunner firing two pistols would receive a target modifier of +2 for the right hand and a +3 for the left (+2 for two handed fire plus +1 for firing wrong handed).

Situation	Target Modifier
Two Handed Fire	+2
Submachine gun 2 handed	+3
Wrong handed	+1
Recoil	Doubled

Critical Attack Success

Whenever an attacker rolls double the needed target number, the roll counts as two successes instead of one. This only applies to attacks and not to skill success tests, body resistance rolls, spells, or any other test roll. This will make gunfire much more dangerous! For example, Fred is firing his Beretta at an orc corp. man three meters away, so the target number is 4. Fred has a level three firearms skill. Fred rolls a 4, 5, and a 10 (6+4). This would count as four successes. One each for the 4 and 5, plus two for the ten. The orc had better be wearing armor!

New Armor and Location System

After determining if the attacker hit or not, roll on the hit location table given below to see where the target was hit.

Location Chart

1	Head
2	Body
3	Right Arm
4	Left Arm
5	Right Leg
6	Left Leg

An attacker can choose the location hit by adding two to the target number needed to hit. This is in addition to all other modifiers.

The damage done by the attack is then applied to that location as well as on the condition monitor on your character sheet. For example if an attack does a moderate wound, a moderate wound would be recorded both on the location hit and the damage monitor. Location damage is not cumulative, unlike the condition monitor. Area attacks will only apply damage to the condition monitor.

In addition to the damage modifier on the damage monitor there will be addition effects, depending on the location and the severity of the wound. Use the chart below to determine addition effects.

Light Wound: Messy and painful.
No additional effects for all locations.
Moderate Wound: Heavy bleeding and serious tissue damage
Arm: +1 to all target numbers in which the injured arm is used.
Leg: 1/2 movement rate.
Body: Must make a Body check with the target number being equal to the power level of the weapon. If the check is not successful, the target is knocked to the ground.
Head: Must make a Willpower check with the target number equal to the power level of the weapon. If unsuccessful, the target falls unconscious for 1d6 minutes.
Serious Wound: Severe tissue damage, broken bones, internal damage.
Arm: Broken bone. Can't use.
Leg: Broken bone. Can only crawl or hop at one meter per phase.
Body: Broken ribs. 1/2 movement rate.
Head: Skull fracture! (ouch) The target is unconscious (2d6 minutes) and has an additional effect. Roll on the chart below.

1-2	No additional effects
3	Cosmetic. The target loses 2 points of charisma until he or she undergoes severe plastic surgery.
4	Eye loss. The target's eye is knocked or blown out of his or her skull and falls to the ground, twitching (double ouch!).
5	Brain Damage. The target loses 1d6 points of intelligence. If the character's intelligence is reduced below one, he or she is a vegetable. Brain surgery will reduce the effects by one half (round up).
6	Amnesia. From now on the character must make a difficult intelligence test in order to remember anything from the past.

Deadly Wound: flying body parts, blood, and brains. Not fun.
Arm: The target's arm is either blown off or must be removed soon.
Leg: The target's leg is either flying across the room or "bring out the meat cleaver!"
Body: A random organ is damaged beyond recognition or is lunch for good ol' Spot. Roll on the table below.

1	Lungs
2	Groin (triple ouch!!)
3	Stomach and guts.
4	Kidney
5	Heart
6	GM's Choice!

Head: Not a pretty sight, unless you like oatmeal or head cheese. Roll on the chart below to see additional effects.

1	Loss of sight. Both eyes rolling around on the ground.
2	Severe cosmetic damage. Missing jaw, sections of the skull, a face, and so on. Charisma reduced to 1 until major reconstructive surgery.
3-4	Brain Damage (see serious).
5	Loss of hearing. (WHAT? WHAT?)
6	Amnesia (see serious).

New Armor System

In the new location combat system individual pieces of armor only protect certain locations. For example, a helmet would not protect a person's chest. A character now must buy his or her armor piece by piece. Use the armor location table to find out what locations each armor garment covers. A "Yes" will be written under the locations that are covered. A "1/2" indicates that half the armor value applies to the location, rounded up, with a minimum value of 1. The amount of protection given depends on the type of armor worn. For example a Studded leather jacket would provide 1 point of Ballistic and 3 points of Impact protection to the Body, R. Arm, and L. Arm.

To determine the armor value of the target to area attacks, average the armor values in all of the locations. To do this, add up the amount of protection from each of the locations and divide by six.

The encumbrance of a piece of armor is the encumbrance level of the type of armor worn times the garment modifier (rounded up). For example, a chainmail jacket would have an encumbrance of 10 (0.5 * 20).

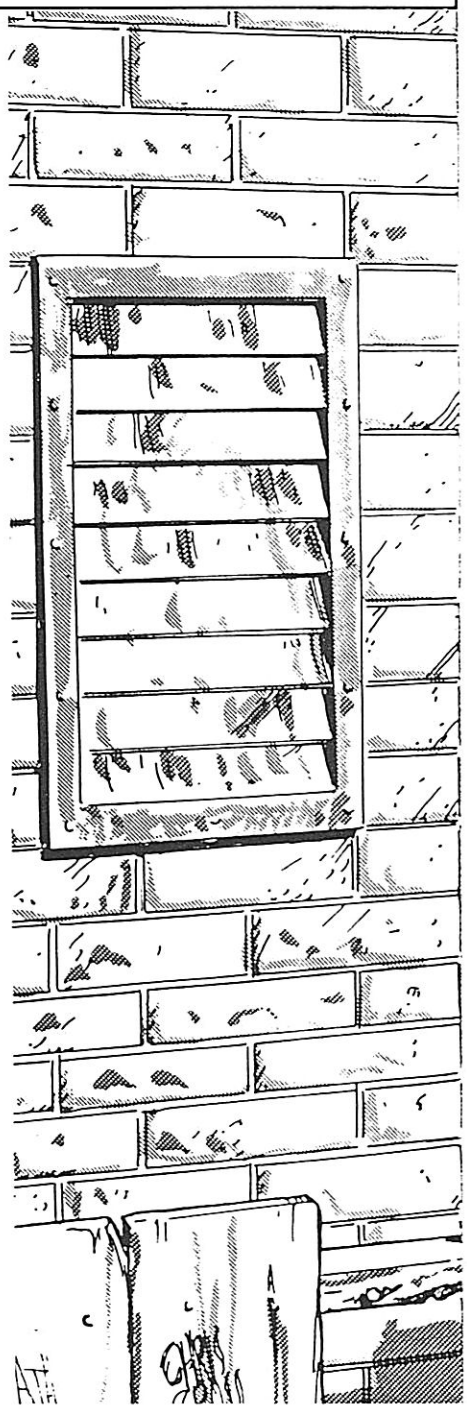
The cost of the piece of armor is calculated much in the same way, but instead of multiplying the garment modifier by the encumbrance level, it is multiplied by the cost level. So that chainmail jacket would cost you ¥2,500 (0.5 * ¥5000).

A shadowrunner can overlap pieces of armor in this new system, but the protections are not added together. The protection of the lesser piece of armor is halved. To determine which piece of armor has the lesser protection value, average both it's ballistic and impact protection. If both pieces of armor have the same protection value, the shadowrunner may choose between the two. For example, if someone wears a nylon mesh body suit (2 points of ballistic protection) under a suit of Assault armor (8 points of ballistic protection) the total ballistic protection would not be 10 (8+2). It would be 9 (8 + (2/2)). The additional protection has a minimum value of one. Note: No more than two pieces of armor can be overlapped.

However when overlapping armor the encumbrance of the lesser piece of armor is increased. If the shadowrunner is overlapping soft with hard or soft with soft armor, the encumbrance value of the lesser piece of armor is doubled If hard is being overlapped with hard, the encumbrance is tripled.

Armor Location Table

Armor Garment	Head	Body	R. Arm	L Arm	L Leg	R Leg	Modifier
Boots, Greaves	no	no	no	no	yes	yes	0.4
Pants, Trews	no	1/2	no	no	yes	yes	0.6
Skirt	no	1/2	no	no	1/2	1/2	0,3
Doorgunner's Vest	no	yes	no	no	1/2	1/2	0.5
Vest, Breastplate	no	yes	no	no	no	no	0.3
Gauntlets	no	no	yes	yes	no	no	0.2
Helm, Hood	yes	no	no	no	no	no	0.1
Jacket	no	yes	yes	yes	no	no	0.5
Trenchcoat	no	yes	yes	yes	1/2	1/2	0.7
Full Body Suit	yes	yes	yes	yes	yes	yes	1.0
Partial Body Suit	no	yes	yes	yes	yes	yes	0.9



Armor Type Table

Armor Type	Ballistic	Impact	Enc Level	Cost Lvl	Hard/Soft
Real Leather	0	2	1	¥700	Soft
Synthetic Leather	0	1	1	¥300	Soft
Chainmail	3	6	20	¥5000	Soft
Furs	1	1	2	¥1000	Soft
Studded Leather	1	3	2	¥1000	Soft
Kelvar	5	3	5	¥900	Hard
Nylon Mesh	2	1	3	¥200	Soft
Alloyed Plate	5	7	26	¥80000	Hard
Ballistic Cloth	3	2	2	¥500	Soft
Environmental	5	5	10	¥10000	Hard
Assault	8	8	20	Y100000	Hard
Plastic	6	5	15	¥50000	Hard
Ordinary Clothing	0	0	1	¥50	Soft
Fine Clothing	0	0	1	¥500	Soft
Tres Chic	0	0	1	¥1000	Soft
Survival Clothing	0	1	2	¥500	Soft

Leather: Real animal hides in a variety of types and colors.

Synthetic Leather: A must for animal lovers who like the look and feel of real leather.

Chainmail: Metal links woven together. It's heavy as heck, but you look great in it! A favorite for those with a flashy fashion sense.

Furs: Again a favorite for those who love to stand out in a crowd!

Studded Leather: Leather armor with metal disks, spikes, and strips fastened on. Studded leather is a favorite among gang members.

Kelvar: Not very fashionable but reliable.

Nylon Mesh: Nylon fibers weaved tightly together. Nylon mesh is often sewed into clothing to provide "hidden" protection for those with a budget and a reason to look unarmored.

Alloyed Plate: Solid plates of metal attached to the body with nylon straps. It is often decorated with gems, gold, and silver. This is the armor for the shadowrunner who like to run with style!

Ballistic cloth: A descendent of Kelvar and is available in a variety of styles and colors. Great for everyday use and looks good too!

Environmental: A enclosed lead lined air tight suit with full life support systems for three hours. It has a built in low light visor, mirco-transceiver, and a temperature control regulator (Great on hot days!). It would be compared to today's space suit. Environmental armor is often used by Toxic waste personal, bomb squads, nuclear power plant technicians, and firemen. The suit can also be adapted for underwater use at an addition cost of ¥1000. Environmental armor can only be purchased as a full body suit.

Assault Armor: Consists of an air tight body suit with life support capabilities for up to six hours. The suit contains a built in respirator, pressure regulator, micro-tranceiver, thermographic binoculars, low light visor, tracking signal, level three recoil compensator. and laser sight. The possession of assault armor by non-military personal is very illegal, but "exceptions" are sometimes found in top level corporate complexes. Like environmental armor, assault armor can only be purchased as a full body suit, if it can even be found at all. The price given in only a rough estimate of the black market cost.

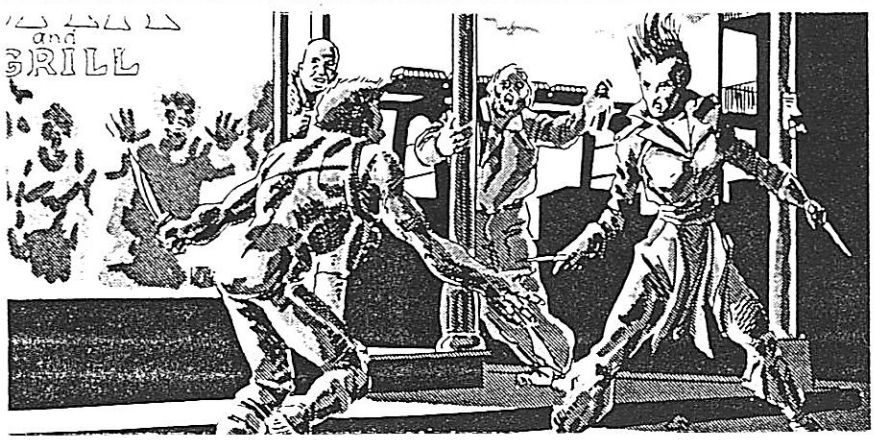
Plastic Armor: Thick body plates reinforced with nylon mesh and strapped on with ballistic cloth belts. It is the equivalent to a modern suit of platemail armor, but not as fancy or heavy. Plastic armor is commonly used by riot police and security guards and can be fitted with a variety of equipment at double the cost.

Ordinary Clothing: T-shirts, jeans, sweats, jumpers, etc. Nothing really interesting,

Fancy Clothing: Top of the line fashion, fancy suits, expensive synthetic materials, etc. Fashionable.

Tres Chic: Exotic materials, built in flashing lights, one of a kind! A must for the Rocker on the road to success!

Survival Clothing: Padded chem suit with a survival kit. Great on those cold days!



Uncluttering Your Champions (or other) Superhero Campaign

By John Sullivan

A Champions campaign can become cluttered in many ways: too many characters — too many unbelievable places — inconsistent comic book reality. Each of these factors contribute to overcluttering and should be dealt with when they get out of hand (or sooner!)

Too Many Characters:

You've run every published adventure, introduced every Villain/Hero/NPC ever published, laboring under the assumption that if two is good, ten is better and twenty is best. now it seems like everyone — including the postman — has super-powers or knows someone who does. This overcrowding is the main source of Campaign Clutter.

An average superhero has many enemies. This is because it is boring to fight the same eneemy every single game; variety is important. However, variety can lead to a deluge of NPC villains. If there are five player-characters and each has ten villains to deal with, that's 50 villains! After months and years of playing, this number can get out of hand. What can you do to fix this problem?

There are many ways to rid yourself of these extra character, but first you must choose which ones to get rid of. here are some guidelines.

1) Player-characters who have become NPCs. This is usually due to the player having left the game for one reason or another. To avoid inconsistencies, GMs often leave these characters in the campaign. These characters hsould be removed if they are not critical to a current Player-character.

2) Boring NPCs. Villains, NPCs and even Player-characters who have grown boring, have been overused, or who no longer have that sense of mystery about them that makes encountering them interesting (oh no, it's Lettuce Man again) are deadwood — DUMP THEM!

3) NPCs of any sort who needlessly duplicate the abilities/powers of a Player-character. Definitely remove these from play; they will detract from the Player-character. Remember: The game is primarily abou the Player-characters, not the Non-Player-characters.

Now that you have a good idea of who and what you want to get rid of, you can begin. Here are some suggestions:

1) To start with, you can drop the bomb on them. This is what I did. I found myself with parts of five different superhero campaigns using three different game systems. There were campaign elements I wanted to keep, but most of it was deadwood; I needed some way to "clean House" of all the excess characters and NPCs. I did this by luring them to Antarctica and having a robot decoy detonate a Fusion bomb. I then had the bomb subtly effect the earth, temporarily removing the possiblity of superpowered beings. Naturally, the first game in the new campaign involved the Player-characters in discovering a way to bring back the superheroes. this plugged the new Player-characters directly into the campaign world, making them feel important to it.

2) Kidnap Them! Often a campaign will only need a little tinkering: in that case, dropping a bomb is excessive. Have aliens from space or from a dimensional gateway kidnap those pesky, overused and outdated characters. THey can vanish without a trace, never(?) to be seen again. Or the GM can have the current Player-characters investigate the disappearance. They discover the secret space base or dimensional lair, open the galactic fridge and find Foxbat Burgers!

3) De-power them. If the characters have served their purpose, they can lose their powers, retire or even start another career. Super strong characters can be very helpful in construction projects. If you want to add some pathos, have th character's own radiation-gained powers slowly killing him — the ultimate price of being a hero.

Too Many Unbelievable Places

Superheres find the most unusual places to have adventure: the newly discovered Monster Island, replete with dinosaurs and a sentient reptile race; the undersea civilization of Atlantis; or even contact with assorted star-faring races. Each of these contacts is going to change the campaign world in interesting ways. however, the tendency, which is usually discovered too late, is that these assorted places unbalanace the campaign, nedlessly cluttering it up. Need a sonic blaster to dispose of MECHANON? Go to the Tarlon Empire Emissary and borrow one. Uncluttering places is difficult because they cannot all be dealt with at once. It is best if you rid the campaign of them one at a time.

1) Alien Races: Mankind is just not ready for any longstanding contact. They return to the stars to come back later (perhaps as marauding invaders!)

2) Undersea or Dimensional Contacts: The gateway closes or the undersea city moves deeper into the ocean ridding themselves of the annoyance of man. However, if ocean polluting continues, they will be back...

3) Monster Island: Sink the island, or have the monsters die off. The race of intelligent reptile people can use a dimensional gateway to leave.

Other means could beto have a plague kill of the race, an earthquake that closes the underground entrance to the City at the Center of the Earth, or an explosion that destroys the island base of the alien vanguard.

Inconsistent Comic Book Reality

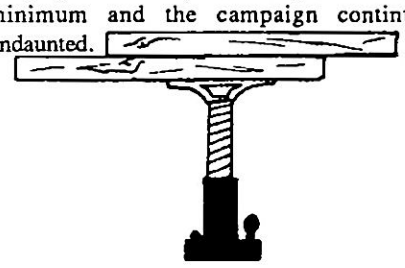
This becomes a problem if the GM has not made important campaign choices in the very beginning. The GM must decide how the Law effects superpowered beings and how the common normal (society) reacts to them.

Are there special laws governing the use of superpowers? Can super-beings compete in sports? Act in movies? Join the Teamsters? In short, can they use their powers to make scads of money? Often, these subjects are addressed by the GM as they come up, patching over a problem until you have a series of overlaying patches instead of a consistent world view of superheroes.

Society's reactions to superheroes must be consistent. Do they treat them like movie stars — or as second-class citizens? Are there superhero groupie magazines or wanted posters on the Post Office walls? You can't have society loving superheroes one minute and then hating them the next without reason. Decide how society reacts to them. The only way to unclutter a campaign that is not consistent is to make it consistent. Have Congress make some rulings on the Law and superpowers — then stick to it! If Player-characters using the cutlery on their hands continue to carve up the villaings, the Law will become involved.

Avoid suddenly changing the flavor of the campaign.If you have had nothing but silly games, using say the Fox or CLOWN or even GUMBY, suddenly switching to a Miami Vice style campaign will throw your players into shock. If you want to shift the campaign flavor, do it gradually, or have the players start up a new groups of PCs for that series of games. But be careful you do not fall into the "too many characters mess" again.

The simplest way to avoid cluttering up a campaign is to always take a second look at that new character, place or situation. Don't let your players force you into snap decisions. I always insist on seeing the new character sheet two weeks before that character appears in my campaign. That way, cluttering is held to a minimum and the campaign continues undaunted.



Final Ballot for the

Origins Awards 1989

Presented by the Academy of Adventure Gaming Arts and Design

1. Best Historical Figure Series, 1989
__American Civil War, 15 mm, Stone Mountain Miniatures, Inc.
__American Civil War, 25 mm, Connoisseur, USA.
__Aztecs, 25 mm, Falcon Miniatures
__Republican Romans, 15 mm, Frontier Miniatures
__Seven Years War, Hungarians & Russians, 25 mm, RSM Ltd.

2. Best Fantasy or Science Fiction Figure Series, 1989
__Dragonlance AD&D Figures, Ral Partha Enterprises, Inc.
__Fantasy Adventurers, Ral Partha Enterprises, Inc.
__Official AD&D Monsters, Ral Partha Enterprises, Inc.
__Ork Horde, Warhammer 40K, Games Workshop, Inc.
__Shadowrunners, Shadowrun, Grenadier Models, Inc.
__Skeleton Army, Games Workshop, Inc.
__Star Wars Series, Grenadier Models, Inc.

3. Best Vehicular Miniatures Series, 1989
__Battle Titans, Games Workshop, Inc.
__BattleTech Mechs and Vehicles, Ral Partha Enterprises, Inc.
__Dwarf War Machine, Games Workshop, Inc.
__Harpoon Miniatures, GHQ
__Renegade Legion: Centurion Line, FASA Corp.

4. Best Accessory Figure Series, 1989
__Cities of Mystery, TSR, Inc.
__Colonial Guns and Machine Guns, 25 mm, Lyzard's Grin
__Hovels, Medieval and Northern European Buildings, Stone Mountain Miniatures, Inc.
__Warhammer Mighty Fortress, Games Workshop, Inc.

5. Best Miniatures Rules, 1989
__BattleSystem Miniatures Rules, TSR, Inc.
__Napoleon's Battles, The Avalon Hill Game Company, Inc.
__Soldier's Companion, Space:1889, Game Designers' Workshop, Inc.
__Tactica, Arty Conliffe
__Warhammer 40K Compendium, Games Workshop, Inc.

6. Best Role-Playing Rules, 1989
__AD & D -2nd Edition, TSR, Inc.
__Champions (hardback), Iron Crown Enterprises, Inc.
__Ghostbusters II, West End Games, Inc.
__Shadowrun, FASA Corp.
__Space:1889, Game Designers' Workshop, Inc.

7. Best Role-Playing Adventure, 1989
__Alice Through the Mirrorshades, Paranoia, West End Games, Inc.
__Curse of the Azure Bonds, Forgotten Realms, TSR, Inc.
__Empire of the Witch-king, Middle-earth Roleplaying, Iron Crown Enterprises, Inc.
__The Great Old Ones, Chaosium, Inc.
__The Ice Man Returneth, Paranoia, West End Games, Inc.
__In Search of Dragons, Dragonlance, TSR, Inc.
__Waterdeep, Forgotten Realms, TSR, Inc.

8. Best Role-Playing Supplement, 1989
__Creatures of the Dreamlands, Call of Cthulhu, Chaosium, Inc.
__Imperial Sourcebook, Star Wars, West End Games, Inc.
__Monstrous Compendium, AD&D 2nd Ed., TSR, Inc.
__Shadow World: Master Atlas, Rolemaster & Fantasy Hero, Iron Crown Enterprises, Inc.
__Spelljammer, AD&D, TSR, Inc.

9. Best Graphic Presentation of a Role-Playing Game, Adventure or Supplement, 1989
__AD & D -2nd Edition, TSR, Inc
__Creatures of the Dreamlands, Call of Cthulhu, Chaosium Inc.
__Imperial Sourcebook, Star Wars, West End Games, Inc
__Lace & Steel, The Australian Games Group
__Shadowrun, FASA Corp
__Spelljammer, AD&D, TSR, Inc.

10. Best Pre-20th Century Boardgame, 1989
__A House Divided, Game Designers' Workshop, Inc.
__Guns of Cedar Creek, Simulation Design Inc.
__Napoleon at Leipzig, Clash of Arms Games, Inc.
__Rise and Fall, Engelman Military Simulations
__Siege of Jerusalem, The Avalon Hill Game Company Inc.

11. Best Modern Day Boardgame, 1989
__5th Fleet, Victory Games, Inc
__Desert Steel, West End Games, Inc.
__Europe Aflame, TSR/SPI.
__Modern Naval Battles, 3W
__Red Storm Rising, TSR, Inc.

12. Best Fantasy or Science Fiction Boardgame, 1989
__Battle for Endor, West End Games, Inc
__Dungeon!, TSR, Inc.
__The Great Khan Game, TSR, Inc.
__Space Hulk, Games Workshop, Inc.
__Web of Gold, TSR, Inc.

13. Best Graphic Presentation of a Boardgame, 1989
__5th Fleet, Victory Games, Inc.
__Battle for Endor, West End Games, Inc
__Red Storm Rising, TSR, Inc.
__Space Hulk, Games Workshop, Inc.
__Web of Gold, TSR, Inc.

14. Best Play-By-Mail Game, 1989
__Family Wars, Andon Games
__Illuminati, Flying Buffalo, Inc.
__It's A Crime, Adventures by Mail
__Kings & Things, Andon Games
__Mobius I, Flying Buffalo, Inc.

15. Best New Play-By-Mail Game, 1989
__Beyond the Stellar Empire-The New System, Adventures by Mail
__Orion Nebula, Orpheus Publishing Corp
__Space Combat, Twin Engine Gaming
__Supremacy, Andon Games

16. Best Fantasy or Science Fiction Computer Game, 1989
__Curse of the Azure Bonds, Strategic Simulations, Inc.
__Dragon Wars, Interplay Productions
__MechWarrior, Activision
__Sword of the Samurai, Microprose, Inc.
__War of the Lance, Strategic Simulations, Inc.

17. Best Military or Strategy Computer Game, 1989
__Battles of Napoleon, Strategic Simulations, Inc.
__F-15 Strike Eagle II, Microprose, Inc.
__M-1 Tank Platoon, Microprose Software, Inc.
__Sim City, Maxis
__Their Finest Hour, Lucasfilm

18. Best Professional Adventure Gaming Magazine, 1989
__Challenge, Game Designers' Workshop, Inc.
__Computer Gaming World, Golden Empire Publications
__Dungeon Magazine, TSR, Inc.
__GM, Croftwood, Publishing
__Strategy & Tactics, 3W
__White Wolf, White Wolf Publishing

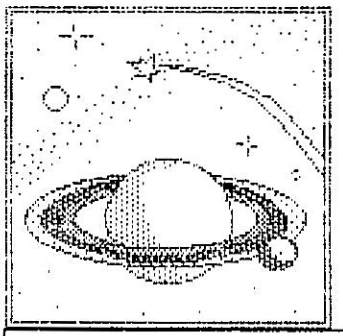
19. Best Amateur Adventure Gaming Magazine, 1989
__The Canadian Wargamers Journal, The Canadian Wargamers Group
__ETO, Bill Stone
__Savage & Soldier, Lynn Bodin
__Volunteers, The Newsletter of Civil War Gaming
__The Zouave, ACW Society

Signature: _____

Address: _____

These are the final nominees for the Origins Awards for 1989. Vote for only one nominee per category by checking or marking the line preceding your choice. Fill in your address and sign your ballot. Mail the completed ballot to: Origins Awards Final Ballot, PO Box 3727, Hayward, CA 94544.

The deadline for return of the ballot is June 8, 1990. Ballots postmarked after the deadline will not be counted. The Origins Awards will be presented at Origins '90 in Atlanta, June 28-July 1, 1989. The awards ceremony will be Friday, June 29th. Members of the Academy of Adventure Gaming Arts and Design will receive a final ballot in the mail. If you have any questions concerning the ballot or the Academy, please write: Origins Awards, PO Box 3727, Hayward, CA 94544.



THE SPACE GAZETTE

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Volume1,Number1 | Morning Edition | April 1st, 1990

SPACE GAMER/FANTASY GAMER under new management!

FCS -As of February 1st, 1990, on the planet Earth of the Sol solar system, it was announced today that Future Combat Simluations is heading up the new publications staff of this world renowned magazine.

"Delays in the transfer of the magazine, however, will cause some minor cut backs, but this should only last a couple of issues until the magazine's publishing schedule is repaired" said Perrin Tong, Art Director for the magazine and president of Future Combat Simulations.

The only forseeable cut back that may cause concern with readers is a decrease from 64 to 48 pages over the next three issues. This is mainly to cut costs. Due to the lack of income by the magazine at this point in time, it is necessary to maintain a strict and conservative budget during the repair period of this once great magazine.

Presently, the circulation is just under 3,000 copies. As a motivator to encourage more and better articles from its writers, SG/FG, which now pays its writers 2¢ per word, will up this going rate to 3¢ per word when its circulation reaches 10,000 copies.

Jeff Albanese, Strategicon's convention manager, as well as the new Editor-in-Chief of Space Gamer/Fantasy Gamer, boasts "I am back in the saddle again!"

Jeff mentions a few words on the magazines format; the return to the previous issue numbering, and the lean towards more scenarios and variants, while still keeping to its same format.

All in all, there seems to be high hopes floating around the offices of the new publishing staff. Even though they, too, are making a sacrifice by not taking any pay during the repair period and beyond. This is a labor of love by truly dedicated individuals.

Space Gamer/Fantasy Gamer is now published by:

Future Combat Simulations
P.O. Box 268
Lakewood, CA 90714-268

WHAT'S INSIDE

SG/FG under new management	1.
3W, Inc. sells cons	1.
Sports	2.
Drug Scandal	2.
Sigma Awards	3.
Espionage!?	4.

3W, Inc. Sells the CONVENTIONS!

UPI - A major Southern California convention organization on the planet Earth of the Sol solar system was sold during there latest President's Day weekend show - ORCCON.

Effective March 1st, 1990, Cummins Enterprises will be the new owners of STRATEGICON and its conventions - ORCCON, GAMEX and GATEWAY.

Jeff Albanese, the new Editor-in-Chief of Space Gamer/Fantasy Gamer, as well as Strategicon's convention manager, jokes "I've been traded!"

Travel Report

Epsilon Eridani - A small craft travel advisery is in effect at the systems outer edge as a large meteor shower is entering the system. All small spacecraft should avoid this area. Contact the Epsilon Eridani Space Travel Bureau for further details.

GAMEX 1990

Memorial Day Weekend

May 25th - 28th, 1990 at the LAX Hyatt Hotel

SPORTS

Alpha Omega - Another exciting Alpha Omega Blood Bowl season is already underway. The new season started off with a smashing success as The Champions Of Death returned as the defending champs, only one of ten teams running for the title.

It was a bitter, bloody match as The Champions Of Death and the Elfheim Eagles finally met at the Three Towers Stadium before 59,000 plus fans for the Alpha Omega Blood Bowl V championship, in which The Champions Of Death captured the crown, defeating the Elfheim Eagles in a stunning 2 to 1 victory.

This season you can look for some heavy grudges between the two teams as they meet in the Alpha Omega Blood Bowl VI.

The two teams should provide an exciting game. This writer's sure that this match up will fill the largest of stadiums, with unruly, rowdy fans on the inside and angry, determined fans on the outside trying to get in!

"Fans will be dying to get in...," says Bruce Perez, Commissioner of the Alpha Omega Blood Bowl League, "...and I mean that literally!"

- Scoop Elfman
- FCS

Drug Scandal ! ?

FCS - The fifteenth session of the Star Cluster Concordium got underway today as the director of the arrived from his home planet of Claster.

The Honorable John C. Cleary is presiding over his fifth session, so far the longest term held by any director.

Topics to be discussed today include the drug smuggling problem that is increasing off the Old Miami Rim Sector.

Accusations have put the Regional Star Patrol Commissioner in a tight spot during these last few weeks and the calling of the fifteenth session is making him "as nervous as an atom in a reactor," exclaims commissioner Mark Ortega, "but I'm innocent and will seek religious sactuary if necessary."

Just say "No Dice" to drugs

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Unicorn Racing

GP - Although the Unicorn is a ficticious, fantasy creature, it has been rumored that they exsist somewhere in the known world of Paegantancia, at the end of a rainbow, with virgin female jockeys and leprachauns as groomers.

HAL wins again!

CE - The HAL 3000 navigational computer proves once again that it is the superior computer of spacecraft at the Epsilon Eridani 500 Spacecraft Race last week. Buck Unser was the winning pilot in his Yoyodine MK IV Pinnance.

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SIGMA AWARDS

Sigma - "The 'Society of Independent Game Manufacturers' has been giving awards for three years now. They aren't the oldest awards in gaming, but we have consistantly given recognition to the best in gaming, including products and publications which are sometimes overlooked by the bigger and better known awards," writes Dave Nalle, Director of SIGMA.

"Each year since 1987 we have more than doubled the number of ballots received over the year before...," continues Dave in a pitch to gain support for his organization.

The following is a list of award winners:

SIGMA AWARDS 1989

Best RPG
GURPS:Space
Steve Jackson Games

Best RPG Aid/Supplement
Cyclopedia Talislanta
Bard Games

Best Strategy Game
Sky Galleons of Mars
GDW

Best Strategy Game Aid
Psychotic Settings
Ragnarok Enterprises

Best Miniature Figure
Aztec Army
Ral Partha Enterprises

Best Computer Game
Pool of Radiance
Strategic Simulations

Best Play-By-Mail Game
Kings & Things
Andon Games

Best Periodical
White Wolf Magazine
White Wolf Publishing

GP - Wheat stocks are down this week as pestilence destroys much bumper crop on several planets within the Space Merchant's guild.

CE - Fire broke out on the methane planet of Pyro last month killing 7.32 million colonists. Officials say that someone neglected to follow the no-smoking policy.

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* Availability is limited per issue due to the size of The Space Gazette and are available on a first come, first serve basis. Please, only one ad per customer per issue.

Interstellar Journal Organizations

CE - Communications Enterprises
FCS - Freelance Communications Services
GP - Galactic Press
LMNO - Limited Milkyway News Organization
UPI - United Press Interstellar

Espionage!?

LMNO - On 2 March 1990 in Austin, Texas, U.S.A. of the planet Earth in the Sol system, the Steve Jackson Game company was raided by the Federal Bureau of Investigations who, apparently had been eavesdropping on their computer bullentin board, thought that communications relating to GURPS Cyberpunk and computer break-ins were real.

Data from the Steve Jackson computer and bullentine board was confiscated.

After several weeks of review, the FBI has not returned some of the data. This has caused some delays in product releases.

There is also the opinion that the FBI wanted to "break-in" to the game business, or that some agents wanted to play for free!

However, we are certain that Steve Jackson Games is not guilty of espionage, but are concerned that they layed off over 20 employees shortly after the incident. There are now 5 employees (skeleton crew!?) running this company. [This is the most original excuse I have ever heard for product delays!]

CE - Pennsylvania, it is rumored that West End Games is a drug front for its parent company. However, "there is no truth to this rumor," says Martin Wixted of West End.

FCS - Seattle, WA, Earth, Sol. Last month the Voi Shan company was hit hard by a gang of Shadowrunners. This event was unusual because of the size of the hit. It is estimated that over 7 runners were involved, which is relatively large for this type of operation.

Mitsuhama was questioned but denies any involvement with this event.

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Pieces of Honor

By Addison Hunt

DM's introduction

Pieces of Honor is an introductory adventure for the Advanced Dungeons and Dragons Oriental Adventures. It is designed for a party of four to eight members of 1st to 3rd level. There should be at least one bushi, kensai, or samurai around whom the adventure will center. The party should have at least one wu-jen or shukenja as a spell caster could make many parts of the adventure easier The adventure can begin at a major city or town located near a mountainous jungle. The party should be allowed to have time to purchase any equipment that is listed in the Oriental Adventures game book.

The highest level samurai, kensai, or bushi will be contacted by a messenger from a man who is held in high honor by the character's family. If such a non-player family already exists in the campaign then the DM should use it. If no such NPC exists, then the revered head of the forementioned family is named Eito Hyata. The samurai, kensai, or bushi contacted shall be referred to as the "central character".

Player's introduction

The characters are contacted by a messenger from the house of Eito Hyata, a revered friend of the "central character's" family. The following can be read or paraphrased to the characters;

"I am Katijo Dai. I have come to you requesting your services on behalf of my master Eito Hyata. I know that your families have been close and that they have shared much over the past years, but please let me give you this story as it will be important to your understanding of my master's request.

There have always been tragic events in the web of my master's family history. While he was away from home as a young lieutenant in the provincial government's army, Eito Hyata's home was raided and his wife and four of his five children were slain. In the following years Hyata and his only son Suki fought bravely to protect your family's honor and never asked or accepted any gift or reward; he did request that should he ever need help in his old age he could turn to your family.

I now must bring you more tragic news. Eito's son was killed while leading his troops against a horde of barbarians. Though young Eito had fallen, his surviving forces were victorious and after the battle a funeral pyre was constructed. He was laid to rest as a true warrior. His armor and katana were gathered by his soldiers to be returned to his family. I was with his surviving companions en route home on a river barge when we were attacked by wako. I barely escaped the ambush and could bring only this tale to the Eito house.

Now it seems Eito is growing ill. His days are growing shorter and his dying request is that he be allowed to set his eyes on his son's armor and weapon. I have every intention of seeing this done but I will need assistance. I humble myself and await your answer."

Dungeon Master's information

Katijo Dai (AC: 5, MV 12", 1st level bushi, hp 10, #AT 3/2, D katana or spear, AL:LN; S 14, I 9, W 14, D 17, C 10, CH 13, CM 10 Personal honor 20; prof.: katana specialization, spear, horsemanship 18, weaponsmith 17, armorer 16, bowyer 15). The armor and weapon are in the possession various monsters in the jungles to the north. The location in which most of the adventuring should take place should be remote, bordering on a wilderness claimed by barbarians and about four days (sixty miles) from the nearest town. It should also be located no more than one hundred miles from a sea coast.

To begin, the players will be informed by Katijo Dai that there is a village near the point where the armor was stolen. This piracy is a blight on his honor, which he has every intention of erasing. If asked about the attack he will claim that he was hit very suddenly by someone or something from behind and fell into the river. He also remembers the general location of the attack and the fact that it was wako, not the barbarians known as Mingas, that attacked their barge. He can also identify all of the pieces of Eito Suki's armor (and katana) which include o-yori, kabuto, a pair of sode, and a pair of suneate all of which are inlaid with jade and blue metal and bear the image of two carp swimming in circles.

There are three groups that the players will have to deal with in this adventure. The first is the villagers. Because the wako exercise a strong hand in the affairs of Murato, the villagers will be very reluctant to discuss anything concerning contraband or wako. They will, however, freely discuss their problems concerning the barbarians. They know that the wako have ears everywhere in town and they are silent out of fear, not because they are rude.

The second group are the barbarian tribe that hunt and forage in these mountains. These clans (the Mingas) represent a small fraction of the greater hordes to the north. They have little love for either the villagers or the wako and have little reason to make contact with them (except for raids). They will discuss nothing freely with the characters. In addition, if the barbarians discover that the characters are in cooperation with the Eito family they will attack. Remember Eito Suki was sent to march against the Mingas.

The final group are the wako, who have agents in the town, the wilderness, and of course in their camp.

On returning from the barbarian battle, the barge was attacked upstream by the wako. Eito Suki had marched his troops past Murato and then into the jungle. Unaware of the wako outpost, his surviving troops built barges and headed downstream. Katijo Dai had made an offering to the shrine of the river spirits and his life was spared when he was knocked into the water. Since the armor was of such fine quality, the wako leader gave many of the pieces away to appease the egos of the malicious inhabitants of the valley and to form several weak alliances.

Please read the entire adventure thoroughly to familiarize yourself with complex areas before beginning play. Try to remain objective, and let the players determine their own course of action. When describing situations to your group, be careful not to give them information or insights which they would not normally have. Though you are always obligated to describe what they can see of their surroundings, try not to give away useful information that they have not specifically requested. Pay particular close attention to the way the NPC barbarians, villagers and wako, as saying something at the right or wrong time can lead to any turn of events.

As Dungeon Master you are encouraged to add your own ideas and to flesh out details of the adventure where ideas are incompletely described or only hinted at. There is always room for improvement if you find a way to make the adventure more challenging.

Encounter Area A: Murato

Murato is a small village of about two hundred inhabitants and contains about 23 buildings. It is surrounded by rice patties which are tended by the men of the village. The women and young children go out into the forest and harvest two types of orchids that are very abundant in these parts. The crushed petals of one provides a color known in the land as regal purple and the other flower produces the color known as Murato gold.

Most of the buildings are peasant minkas, but there are a few buildings worth mentioning, as follows:

1. Store house: Here all of the surplus rice is kept. All of the tools used in the field are also kept here, since tools are hard to come by in these parts. During the day it is guarded by three 0 level peasants. They are armed with bo sticks.

Pieces of Honor (Cont'd)

However, these guards prefer to use kung-fu with the all around sight special maneuver. They will double this number at night.

2. Shrine to the River Spirits: A combination garden and small hut is where the villagers make prayers to the river spirits. Any character that prays here to the spirits has a 25% (45% for shukenjas) chance of gaining a favor from one of the nature spirits (AC:7 MV:12"/21" HD:3 hp:13 #AT:1 D:1-8 spells: invisibility, polymorph self, detect evil or good, detect magic, and detect harmony all once a round) It will appear as a beautiful member of the sex opposite that of the praying character. The spirit will appear and state "I am Eigen, speak my name in these waters and you need not fear your next mistake in this river". With this the spirit will leave. Should a character fall into the water and utter the spirit's name, he or she will be taken ashore by the spirit. Even if the character doesn't speak the spirits name there is a 75% chance it will save him or her. This will only occur in this map area.

3. Healer: This old woman tends the sick of the village in exchange for food and the building she stays in. Though old, she is far from frail. She used to live among the tribe of barbarians that roam the wilderness. Because of her skills as a healer, she is more than tolerated. Her name is Harako (AC:7, MV 12", 2nd level barbarian hp:20, #AT 2, D 1-6, AL:NG; S14, I10, W15, D13, C14, CH12, CM13, prof: Healing 17, Pottery 17, Masseur 14) Besides her proficiencies she retains her surprise, back protection, and detect magic abilities as per barbarian.

4. The Koro House: Here locals purchase drinks and are entertained by the local talents. They are always looking for something new. The wako also use this place to keep an eye out for potential trouble. Their contact is the proprietor, a very large woman who is simply named Korinko (AC: 9, MV 12", 4th level yakuza, hp 16, #AT 1, D 1-4, AL:LE; S 12, I 17, W 11, D 15, C 12, CH 14, CM 10 PRF: gaming 16, brewer 16, dagger, kiseru). She carries a dagger. As a yakuza, she controls the town; her son Hsi is the jito (Overseer) of the town. She is very smart and will never seem to be more than the tavern proprietor. Her connection to her son is not known to anyone save Toshifusha (bushi leader of the wako), Togamaka (a hermit in the mountains), and Korinko's small gang of the following three yakuza:

Ginsha (AC:6; MV:12"; 2nd level Yakuza; hp 9; #AT: 1; DA 1-8; S 13, I 15, W 10, D 16, C 10, CH 16; AL:LE; PRF: wakizashi, gaming 16, dance, 10, cooking) is her oldest son and the cook and assistant inn keeper.

Hora (AC:5; MV:12"; 1st level Yakuza; hp 5; #AT: 1; DA 1-8; S 14, I 16, W 13, D 17, C 12, CH 15; AL:LE: PRF: wakizashi, gaming 16, swimming 10, and reading/writing 10) is Korinko's older daughter and keeps the rooms.

Kenoa (AC:5; MV:12"; 2nd level Yakuza/ 2nd level ninja; hp 10; #AT: 2; DA 1-8; S 11, I 17, W 16, D 17, C 15, CH 16; AL:NE: PRF: wakizashi, ninjato, shuriken (lg), gaming 16, swimming 10, and blind fighting) is the younger daughter and does assorted work.

All three wear leather armor under their clothes.

There is a very good chance that any character who displays any performance skills will be asked to entertain for an evening.

5. Jito's House: Here Dyonata Hsi (AC: 6, MV 12", 2nd level yakuza, hp 10, #AT 1, D 1-8, AL:LE; S 7, I 16, W 15, D 18, C 14, CH 8, CM 7) performs many of his duties as the mayor of the town. He seems a fair man in most of his judgments, though the villagers may tell players that the taxes are high. They may also complain that he does little to contain the bandit/barbarian hordes. If the characters question the villagers about Hsi and make any derogatory comments concerning him, there should be a -25% penalty on any reaction roll (he has executed a man in the past year for treason).

Getting an audience with Hsi is no easy task. He has two bushi guards (AC: 5, MV 12", 1st level bushi, hp 11,9, #AT 1, D 1-8 (naginata), AL:NE), who will not allow the characters into the house. They can, however, be bribed or forced to yield. Hsi will not cooperate in anyway with the characters and will try to avoid them, claiming that he is too busy. He will also state that there are no wako, bandit, or barbarian problems and that the army sent by the governor a few months ago took care of everything. Should Hsi or his mother discover that Katijo was a survivor of the original expedition there will be an assassination attempt made on him in one to three days. This can be handled in either of two ways; the dungeon master could simply announce that he is dead one morning and send the party into ninja hysteria or use one of the yakuza underlings, Hora, to act it out. The choice will depend on the DM's wishes for continued use of the NPC Katijo.

The Wilderness (Map 1)

Because of the roughness of this area, each mile can be explored at a rate of one every two hours. One can pass through at a rate of four every hour, but most features will be missed by the party moving though the area this fast. There will be 0-2 (1d4-2) encounters from Table A per day. If the party is traveling by boat on the river, use the encounter table on page 114 of the Oriental Adventures Rulebook.

Table A

Roll	Result
2	(1) orchid nature spirit (AC:7, HD 2, #AT1, D:1-8, see page 126 of OA for more information)
3	(1) ogre (AC:6, HD4+1, hp:25, #AT:1, D:7-12)
4	(1-2) wild boar (AC:7, HD 3+3, hp:15,11; #AT:1, :3-12
5	(3-9) barbarians (AC:8, HD 1 #AT:1, D: 1-6 (spears))
6	(4-16) villagers (AC10, HD 1-6 points, #AT:2, D:1-6) armed with cutting tools. Roll again at night.
7	(5-20) villagers see above
8	(3-18) forest buffalo (AC:7, HD 3, #AT:1, D:1-8)
9	(1-4) mountain lizards (AC:5, HD3+1, #AT 1, D:1-8)
10	(1-4) huge spiders (AC:6, HD 2+2; #AT:1, D:1-6, SA: poison
11	(2-7) skeletons (AC:7, HD 1,#AT:1, D:1-6)
12	(1) tiger (AC:6, HD5+5, hp:27, #AT:3, D:-25/2-5/1-10; SA: rear claws (2-8/ 2-8)

Notes for table A

The nature spirit is that of the flowers of the valley and, depending on the spirit's state (good or evil) will be helpful or harmful. The wild boar are feeding and will only attack if surprised, as will the forest buffalo. The villagers will be women gathering petals. Since they do not fear the jito in the forest, they might relate the following pieces of information:

1. There is a man eating tiger that stalks these woods from time to time.
2. A hermit lives near the double falls to the north of the village. He eats small children (partly true he does not eat children)
3. All of the barbarians are evil (False).
4. There is a haunted shrine across the river.
5. The dead walk along the river at night.
6. A great Dai-Oni lives in the mountains (False).

Encounter Area B; The ogres lair

As the players make their way through this part of the forest they will find the skulls of various animals and humanoids hanging from trees. The tracks of a very large humanoid can also be found in the thick mud around this area. These tracks will lead to a cave.

1. The entrance is damp and very cool. Wallowing in the mud is the ogres' watch pig, a wild boar (AC:7, HD 3+3, hp:16; #AT:1, D:3-12), and will attack anyone who enters the cave. The cave is littered with various food stuffs.

2. Here is what Oka, an ogre (AC:6, HD 4+1, hp:31, #AT:1, D:7-14, AL:LN), calls home. He will step out if he hears fighting and call off the attack pig. Next he will request the party's business. If they state they are searching for armor parts he will challenge them to a riddle contest. Oka will ask the first riddle. After the party answers they may ask Oka a riddle. If both sides guess correctly or incorrectly the contest continues. If one side is right and other wrong the former will win. Oka is not too bright and only knows two riddles. Oka will only challenge one player (the first to accept the challenge), so the others will be told to butt out.

Unfortunately Oka is also not the world's greatest sport and will attack if stumped on the first round. He wields a tetsubo and roars during battle. He is no idiot however. If losing he will try to bargain for his life by telling the party where the hermit can be found and giving them the sode.

Oka's riddles are as follows:
Found in the stone
Harder than bone
Princess adore me
For my symmetry
What am I?
Answer: A diamond

Life springs from my stone in spring
I give the sign of winters end
And in following seasons
I intoxicate men What am I?
Answer A cherry tree

3. Oka's treasure room contains the following items. three sacks of rice, one half full, the rest full; a dried buffalo hide; and Eito Suki's pair of sode, hanging on the wall. On a crude shelf are three bottles of poor sake. In a small plain teakwood box are two pieces of blue quartz worth 5 ch'ien each and a potion that will grant the individual that drinks it all of the penalties and bonuses of a smokey shape spell for 5-8 turns.

Encounter Area D; The Haunted Shrine

As the party approaches this area, they will see symbols carved in the trees. These warn of the haunted shrine. There are also other symbols carved in the trees. If the party uses a spell or has a member who can read bakemono they will find that this is a warning to bakemono to beware of the evil spirits. This area is also void of small animals and a successful animal lore proficiency check will detect this. The closer the party gets to the shrine, the more the plant life around the area will appear withered. Any divination spells will expose this area as a place of powerful evil. Any character attempting such spells should make a saving throw vs. spells at -1 or be paralyzed for 2-8 turns.

Near the entrance of the shrine is an encampment of eight bakemono (AC:7, HD 1-1, hp:5,4,3,3,3,2,2,1, #AT:1, D:1-4). They are armed as regular bakemono but seem thinner than regular ones. The damage and low hit points are the result of malnutrition. They have low morale and if more than half are slain they will drop their weapons and ask to be killed. They will tell of the demon within the temple walls and say that if they fail as shrine guards they will be skinned alive by the demon. Their fear is real; if the characters don't kill them they will draw daggers and kill themselves. Each bakemono fights with a club or chain and has 2-16 fen.

The shrine itself is walled and sits on a raised platform. The outer walls are about four feet high and made of a brown, polished volcanic stone. Hardwood and the same volcanic stone make up the shrine's frame and inner workings. The inner chamber is is very simple and very clean. It has only one striking feature: an eight foot high statue of a multi-armed, fat, reptilian demoness. The statue is made of a strange blue marble like material and is very cold to the touch. It will radiate a slightly evil aura if the appropriate detection spells are used.

The statue is really not dangerous at all but the crow tengu (AC:6, HD 4, hp:19; #AT:3/2, D:1-10/1-8, SA: polymorph self and shout three times a day each) hiding in the rafters above is. He is armed with a katana and a wakizashi and will attempt to trick the party using his voice mimicking ability. One of his favorite polymorph forms is that of an oni.

In the rafters of the temple is a "nest" containing seven small stones of various sizes and shapes worth 1-3 ch'ien (d4-1 with 0 equaling one). There is also a pair of sune-ate belonging to the Eito family.

Encounter Area E; The Hermit's Hut

On the top of a cliff overlooking a waterfall is a small one-story building. It is surrounded by a fence and the compound is peppered with seventeen geese. The inhabitants of the compound are a wu jen and his followers.

All of the people that inhabit this house are lawful evil raccoon dog hengeyokai. Three of the four are bushi (AC: 7, MV 12", 2nd level bushi, hp 18,17,15, #AT 2/1, D 1-6, AL:LE; Martial arts special maneuvers: movement 1, strike 1), who use a martial style that mimics their animal form. They wear no armor and are dressed in black and violet trousers. They are lead by Tonfususha, (AC: 5, MV 12", 7th level wu jen, hp 21, #AT 1, D 1-6 (bo stick), AL:NE; S 14, I 17, W 11, D17, C 15, CH 13, CM 13. Spells: drowsy insects, hail of stone, shield, wall of fog, apparition, invisibility, wind breath, hold person, and protection from normal missiles. Magic items: ring of protection +2, wand of illumination (16 charges), and potion of korobukuru control). The wu jen stays here because it is secluded and allows him to conduct his spell research. In exchange for certain favors, he cooperates with the wako, but has no love for them. His followers, the bushi, are very loyal, to him though he would definitely leave them if things began to get rough.

Key to the Wu Jen House

1. Yard: If the characters get within fifty yards of the house the geese (AC: 8, MV 9"/12", HD:1/4, hp 2, #AT 1, D 1-2, AL:N;) will begin to honk. They get treated very well by the house's inhabitants and get an extra special treat when they warn about a worthy foe. If any character attempts to speak with these birds they will be treated rudely and will gain no information.

If the party approaches within twenty five feet, one of the bushi will come forth and ask the party to state their business. If the party is polite they will be invited in for a meal and a night's stay. He will then attempt to dispose of the party while they sleep. If they are rude or accuse the bushi of having any of the Eito armor he will call for his friends and attack.

2. Reception Hall: The most noticeable feature of this room is its awful smell. The decorations in this hall are strange because they are made entirely of the skeletons and skulls of small animals. The floor board are noticeably warped and the walls let in quite a draft.

3. Tea Room: Besides being in poor condition, this room has no special features.

4. Shrine: Pillows reeking of mildew litter the floor of this little shrine. There are no statues and the only other object in the room is a small table with a silver bowl. If asked the residents will claim that they leave this room simple so that travelers of all faiths feel comfortable. The fact

is that they don't care and have left this room to rot.

5. Bushi Quarters: Aside from a few straw mats and sacks of personal belongings hanging from the walls. A game board (Shogi) worth 3 tael sits in the middle of the floor.

6. Guest Room: Compared to the rest of the house, this room is in great condition. There are sleeping areas for up to six and more can be added. A secret panel in one of the walls is used to remove undesired guests and is known to all of the residents.

7. Garden: Thick and full of thorny vines, this section is avoided by the inhabitants. A hornet's nest (AC: 0, MV 15", HD 4+4, hp 25, #AT 1, D 2-8, AL:N) also makes this a place to leave alone.

8. Private Room: Tonfususha uses this room as his lab and bedroom. It is very messy and the floor is covered with paper and clothes. However, behind a secret panel lies his spell room where he keeps a large chest with scrolls containing these spells; animate wood, drowsy insects, hail of stone, hypnotism, shield, unseen servant, wall of fog, warp wood, apparition, ESP, enchanted blade, invisibility, protection from charm, rope trick, vocalize, wizard lock, animate fire, disguise, dispel magic, face, illusionary script, protection from normal missiles, and scry. This chest is wizard locked and has two acid traps. The first will spray acid 3' around the chest and the second on to the scrolls. A ninja or yakuza can find the first trap on one find trap attempt but will have to make a second check to find the second acid spray.

On a table sits Eito Suki's Kabuto.

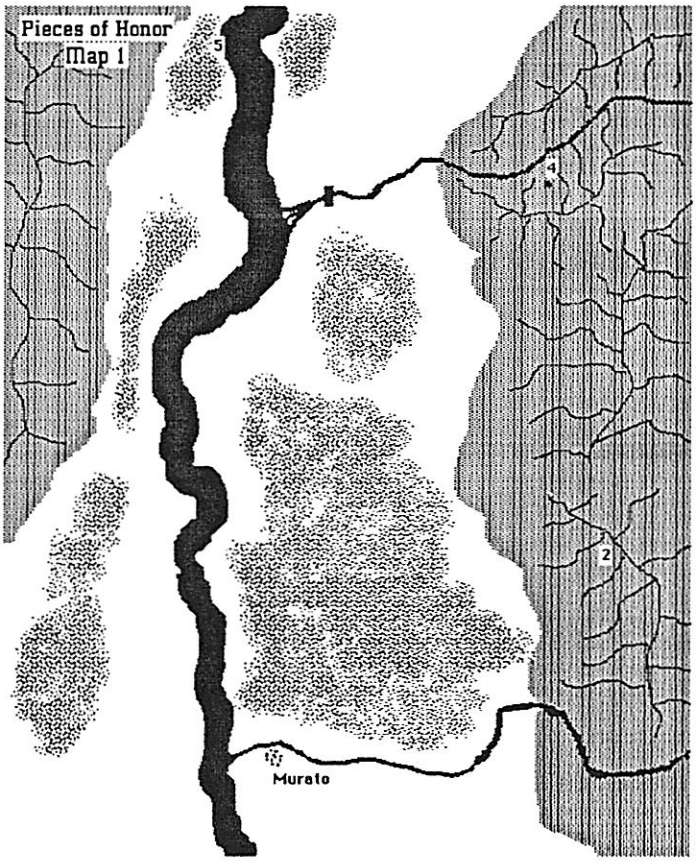
Encounter area F; Wako Camp

Located in a cove along a very overgrown part of the river is the camp of Toshikiro the Wild (AC: 0, MV 6", 4th level bushi, hp 27, #AT 3/2, D 2-11, AL:NE; S 14, I 13, W 10, D 14, C 14, CH 15, CM 11, prof. katana specialization, weaponsmith, bowyer, armorer, navigation, sailing craft). He wears the o-yoroi and katana of the Eito clan. The katana is a weapon of quality. He also has a pearl of protection +2 which acts like the ring of the same name except that it must be held in the palm of the hand and can be mounted or worked into another item with out losing its magical properties

His forces are as follows:

# of men	weapons and armor	AC	hp
15	Hara-ate-gawa & Sword	9	4
5	Sword & Bow	10	6
5	Do-maru & Sword	8	4
5	Kote & Spear	9	5

All are +2 to hit and +1 to damage



Note that if Tonfususha escaped encounter area 4 he will be here.

The approach to the camp is a beach which will cause a 1/3 movement penalty to all characters. The makeshift log walls give 50% cover to the archers in the compound for an AC bonus of +3.

Within the stockade walls there are eight tents, seven small and one large. Six of the tents house five wako soldiers each and each contain personal items and a total of 10-40 yuan. The smaller tent belongs to Toshikiro and sits atop four chests of treasure buried in the sand. The loot consists of 1358 yuan, 729 tael, 48 ch'ien, and a rabbit statue worth 25 ch'ien. Three of the chests bear the imperial seal.

The large tent contains foodstuff and tools that have been stolen from the mura.

The wako have been stuck here for several months building a new ship since the old one was damaged beyond repair in a storm several months back. This storm separated them from their main fleet and they wish to leave at a time when Toshikiro feels that they are ready. When the "new" ship is seaworthy enough they plan to use it to ambush a small merchant ship, find the rest of their cohorts, and continue plundering the merchant's trade routes.

Concluding the Adventure

If the players complete their mission in less than two weeks time the elder Eito will get his wish. Within a day of seeing the armor he will pass away. He will leave his estate to the central character. It consists of a small mansion in a major city, 200 ch'ien, and the katana and armor.

If the characters fail to return in that time, Eito Hyata will pass away and the provincial government will be busy dividing up the estate. Should the players return without any one piece of armor Hyata will pass away without making a will and the property will not be turned over to the central character. These items (if acquired) should be treated as a birth right and protected accordingly.

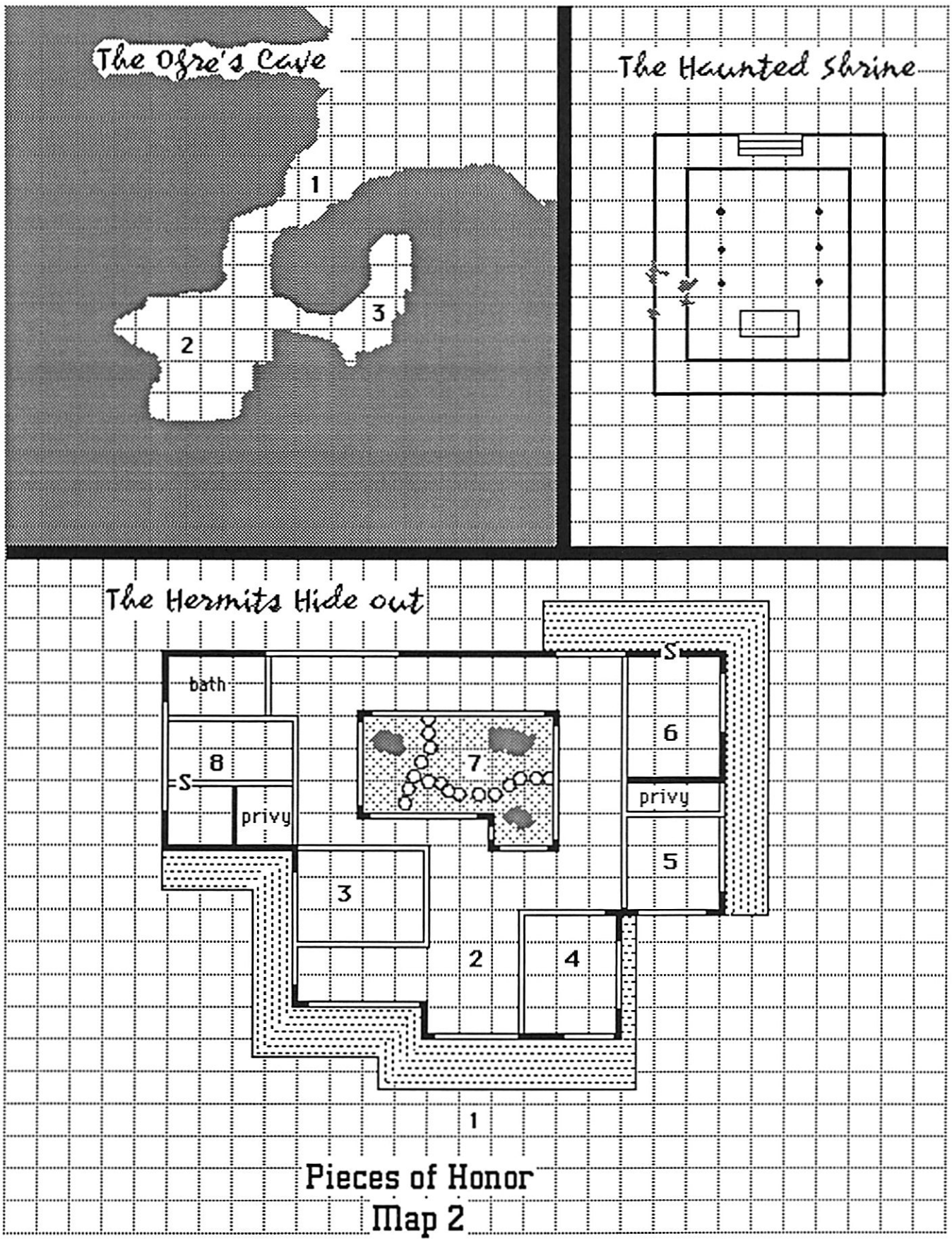
Honor Points for the adventure:

Central Character

Fulfills oath to Eito Hyata	+8
Fails to fulfill oath to Eito Hyata	-4

Other Characters

Fulfill oath to Eito Hyata	+4
Fail to fulfill oath to Eito Hyata	-2
Winning riddle with ogre	+2
Losing riddle contest with ogre	-2
Getting favor of nature spirit	+2



Pieces of Honor
Map 2

Plague on Umbil River

By Robert Egan

This adventure is intended for low rank characters and serves very well as an introductory module.

REFEREE'S Info:

This adventure concerns a restarted Nuclear Reactor set in the hills on the Umbil River. During the Holocaust it suffered a major cave-in on its north side, but no serious damage was done to the core. Recently a group of humanoids led by a turannical pure-strain human has found a way in and made the place functional. But there is a high cost being paid by the local flora and fauna that live along the Umbil River. The cooling system of the plant uses the river, but there is a lesion and much of the radioactive waste is floating downstream.

The adventurers will start out in a village called Sotope on the east bank of the lake Lak Bersa. The first indications of danger will be dead, severly mutated fish turning up in fishermen's nets. The Ertclaw tribe across the lake will accuse the Sotope village of tampering with the water and if this is not stopped, there will be war.

After a quick council meeting of the elders, it is decreed that a group shall set forth to find the cause of this. The elders will use the village's geiger counter to determine that the water is "hot." Since the water of the lake flows in a southerly direction, it is natural that the group should proceed north. They will, unfortunately, not receive the geiger counter to take with them. Upon reaching the Umbil river on the east side of Lak Bersa, it will become obvious that the grasses and such along the river are mutated severly.

Hit Points for creatures are not given. It is best left to the referee to determine the party's adversaries' hit points according to their strengths. Mutants not found in the Reference Book will be designated from the module that they are found in. Random river encounters (1 in 6):

1	Ber Leps	4	Kai Lins
2	Crep Plant	5	Seroon Lous
3	Horl Choos	6	Win Seen

Planned encounters to be placed randomly along river:

I. Badder camp. 4 badders armed with swords (one has a revolver with 15 bullets) talking evil deeds. They are from the reactor, but will not reveal this.

II. Lone Dabber. This fellow's name is Luso and he is a village outcast. He lost his companion in the Purple forest tot he southeast. If he deems the party acceptable, he will join for awhile. He has a long sword, spear, and 3 accelera doses.

III. Krea (GW module 6). This "Hateful" will tyry to surprise the party. It is living in the area because the nuclear reactor is supplying easy prey.

THE INSTALLATION:

This installation will also house a large grouping of people and is meant to be self-sufficient, the large number of rooms and living quarters being evidence of this. The map is generic and is used for both floors.

The leader of these ruffians and instigator of the plan is Kebir, a Rank 10 mutated human with 110 hps. His mutations are Kinetic Negation (9), Anti-Life Leech(8), Total Healing (7), Fear Generation (7). He wears Plastic Armor (AC 6) and carries a Laser Pistol with his Flail. He is totally ruthless with his victims. Kebir is allied witht he badders and humanoids here, but he is using the sleeths' intellect to achieve his goal. The sleeths want to gain information and electricity from this endeavor, but Kebir has no intention of giving this to them. These creatures should be role-played with these ideas in mind as the sleeths could be possible allies for the group.

Level 1

1) This is one of the entrances to the installation. The inside is guarded by two Security Robots. A code III or better ID is required to gain entrance. Prisoners will be taken to room 15.

2) Here are 3 Security Robots that guard all four doors. They will summon help (1-4 robots in 7-12 turns) if need be. A code III ID is required to get past them.

3) These are abandoned labs that may house:

1 in 6 chance	2 in 6 chance
1 Autobot	1 Mosquito net
2 Engineering Bot L	2 Box of Crayons
3 1-4 Hissers	3 Accelera dose
4 1-4 Serfs	4 Case of Wine
5 1-4 Orlens	5 Dog Whistle
6 Wardent	6 Furs

7. Toolbox
8. Musical Instument
9. Motorcycle (750cc)
10. Climbing Gear
11. Five Handcuffs w/Keys
12. Folding Chairs

These creature(s) will have their own reasons for being here and they should be varied according to the referee.

4) These are restrooms: a=men and b=women

5) Reactor room. The reactor is on the north wall and luckily has survived the cave-in. It is still functional, but its electrical generator is shot, so the efficiency is near nil. At full power it only produces a few kilowatts of power. Kebir's badders and other servants are working to fix the system and increase efficiency. Total, there are 10 badders, 5 orlen, and 7 sleeths working at cleaning and repairing. 1 in 8 chance that Kebir is here.

6) Observation room. 2 badders are here working at repairs with a sleeth supervisor. This room has monitering information on the reactor. 1 in 4 that Kebir is here.

7) Same as 6) except there are 3 badders.

8) This is the hydroelectric plant. It is severly rusted and many of the wheel paddles that catch water are missing. This results in very little electricity being made. There are 4 badders carving new paddles and there are two anti-rad suits. The radiactive cooling system dips into the river below this room and here is the root of the problem. It would take a week to fix the hole with the plant shut down. Kebir does not care about the nuclear waste, but the sleeths are thinking about leaving because of his neglect. This is an opportunity for the party to earn the respect and help of the sleeths if they can fix the hole, or try to anyway.

9) This room is composed of huge water tanks for storing water in case the river runs dry. The water can then be used to run past the cooling unit to cool off the reactor.

Living in here are 1-4 Blackuns. Kebir knows of these creatures, but has not had the time to rid the complex of them. Their treasure in the webs consists of 20 GP, 50 domars, 15 dahlers, plus a manual for electrical wiring and welding along with five 100 GP pieces of jewelry.

10) This is a small lecture hall that can hold about 100 people. A panel in the wouthwest floor can be pried up to reveal a crawl space which leads to area 31.

11) The door requires code II ID. This is an Engineering section with 2 Light Engineering Bots, an Autobot, and a Security Robot. Each has a 25% chance of running amok.

12) Robot repair facility. THis room houses a Heavy Engineering Bot which is working on a busted Automaton.

13) Emergency room. Stabilized patients would be transferred upstairs. There is a Medical Robot on duty here that is non-functional; if disassembled, it contains one complete Medi-kit.

14) The doors to this room require code III ID. THis room contains one Supervisory Borg and 1-3 Security Robots.

15) This jail holds one pure-strain and one mutated human. They betrayed Kebir because they did not agree to his practices of allowing the radiation to spill down the river. Jed, the pure-strain has 95 HP and is Rank 1. Jomo has 79 HP

and is Rank 1 with the mutations Heightened Precision (14), Dual Brain (9), Metamophosis (12), Body Control (14), and Mental Shield (9). They will help fight against Kebir fif given weapons.

16) In here is a Sleeth with a code III ID card. He is examining a Light Engineering Bot. There is also another Lt. Eng. Bot and a Supervisory Borg. This sleeth will listen to any compllaints that the party has and a high charisma roll may persuade him to talk to his people to "get out." He has 20 Dahlers.

17) This room now holds a Badder secretary that checks in with visitors. He has a Code II ID. THere is not much to learn from him except that he has heard that "the master" does not necessarily just want electrical power. This can be interpreted anyway the party wants. (Who is the master?)

18) This is a second waiting room with maps of the surrounding area. Tucked within the cushions are 2 Chemical Energy Cells.

19) This room is Kebir's office. There is a 1 in 10 chance he is here. He has plans about restoring this installation all over his desk plus a physics book open to "REACTORS." There is a welding kit in the corner of the room.

20) This used to be the office of the Nuclear Physics Department. It is very untidy at the moment. There is also a pictorial book of the United States' 74 presidents here.

21) Lecture hall. There is a functional slide projector with a rack of slides discussing the dangers of radiation.

22) There are 6 Rakrods running around in the trash.

23) Up against the north wall are three drained atomic energy cells. The Mught (GW module 8) that drained them is still here but he is satiated for the moment.

24) Empty office.

25) An Omnitar (GW6) is trapped in this room.

26) Ordinary lab with typical physics lab equipment.

27) This lab contains a nuclear magnetic resonance machine. To operate would require a very high INT roll. If an individual is standing within 3 feet of the device when it is turned on, he/she will take 5 hp damage per point of metal armor they are wearing as it is ripped off of them.28) This lab contains a 4 foot tall model of a cyclotron, a machine for speeding subatomic particles at incredible speeds.

29) This lab also has model of the solar system and a helium-neon laser (no damage). It can also be rigged up as a gun sight (+2 to hit). It comes with one chemical energy cell.

30) These rooms have models of eyes and blood vessels and contain certain optic instruments and blood flow rate instruments. A character studying these receives 50 xp to spend on a medical based skill.

31) The river at this point moves against the installation and has worn away the outer wall. If divind under the water, a rather large hole will lead to a spacious hole under room 10) with air. A floor panel can be removed to gain acces to the installation. Anyone attempting this will receive the effects of Intensity 9 radiation.

32) Here are 5 badder guards.

33) This is a stairwell going up.

Level 2

1) This door does not exist on this level.

2) Ordinary doors with no guards.

3) Single rooms containing:

1 in 6 chance	2 in 6 chance
1 Autbot	1 4 gal. gasoline
2 Engineering Bot L	2 Musket, Loaded
3 2-4 Badders	3 Folding Portacart
4 1-4 Serfs	4 Book on Cardgames
5 1-4 Orlen	5 4 fishing nets
6 NPC	6 Pry Bar
	7 Ten energy cells
	8 10 revolver rounds
	9 Motorcycle (750 cc)
	10 100 firecrackers
	11 Plumbing manual
	12 Cassette player/tapes

These creature(s) will have their own reasons for being here and they should be varied.

4) Restrooms. Same as level 1.

5) This is a gym with aerobics mats, weights, etc. There are 1-10 badders and 1-4 mutants in here now, unarmed. 1 in 4 chance that Kebir is here.

6) Men's showers and lockers.

7) Women's showers and lockers.

8) Large lecture hall. A sleuth is giving a lecture on the cities of man and how the doom of the Gamma World came about. There is a 3 in 6 chance that Kebir is here. The audience consists of 10 sleeths, 15 badders, and 5 orlen.

9) Dining hall. The place is empty now, but there is plenty of alcohol left on the table.

10) This room contains a telescope that is mounted to the floor. Unfortunatyely no one has been able to get the roof to open so it isn't used. There is an old picture of President Lincoln on the east wall. A minicomputer controls the opening of the hatch and all it takes is typing in "Lincoln" to open it. The name of the President Lincoln can be found in the book in level I, room 20.

11) This is a kitchen run by 3 androids. These creatures broadcast link in the room just broke so when the players enter, they will be attacked with knives.

12) This is a store room. Many rations can be made up here to last for months. There is a colony of 12 Squeekers in here and they have collected 100 gp, 55 domars, and 35 dahlers.

13) Hospital. There is a medical robot here.

14) In here is a berserk Supervisory borg that will tell the two security robots to attack. If the Supervisory bot is killed, then the attacks cease and questioning will begin.

15) This is not a prison room but an infirmary with 20 besds. There is no one here now. There is a box of 10 solar cells that need charging.

16) Dishwashing area with two automachines. These bots can be reprogrammed to work for the characters.

17) 2 Sarbis (GW module 8) are waiting to talk a weapons deal with Kebir. They can supply almost any tech III weapon.

18) This room houses 3 Horl Choos.

19) This is the Sarbis (GW 8) liason who is making the deal with Kebir. He carries an autopistol and has 75 dahlers.

20) Kebir's quarters. There are four serf guards. There is a 4 in 6 chance that Kebir is here somewhere.

21) This is another slide room with a broken projector and slides of the Hiroshiima and Nagasaki ruins. There is a pocket fisherman's kit and a miner's helmet in here.

22) Kebir's lavatory.

23) This is Kebir's home office. Scattered around the room are books and notes, but one in the top right drawer says "Kebir, you must find out about the mutator fire weapons. Learn if one can be made or obtained." It is signed "Kaxxus."

24) Kebir's bedroom. The room is trapped. A wire is attached to the door that when opened, an energy grenade is released and exploded. A person can reach into the room, hold the wire and attach it to a nail stuck in the door jam to prevent the trap from going off.

He has six campfire forks, 30m of plastic wrap, electric battery recharger (neds electricity), a glow cube, motorcycle helmet, small steel wire cutters, 12 domars, 267 gp, 106 dahlers.

25) There is a trip wire at the west doorway that releases a chemex grenade.

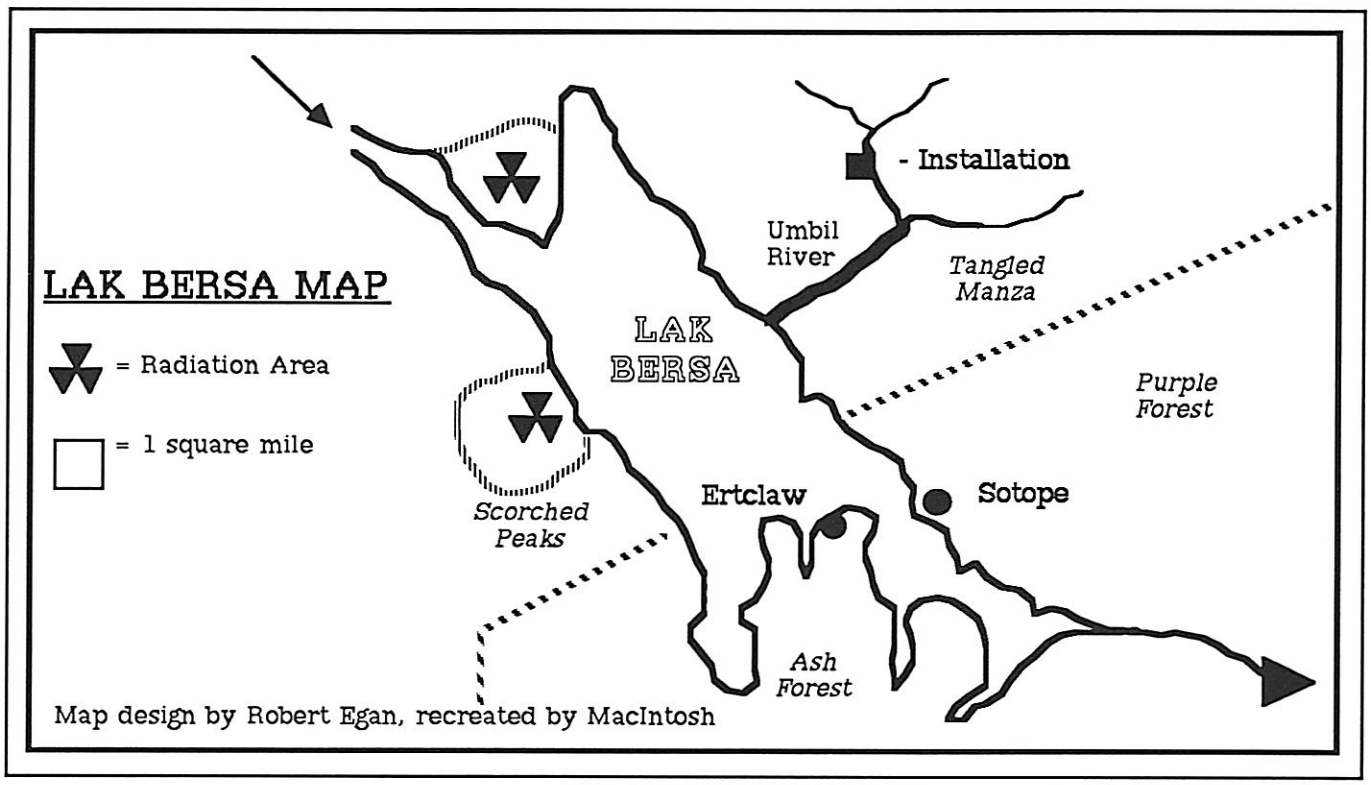
26) Double rooms.

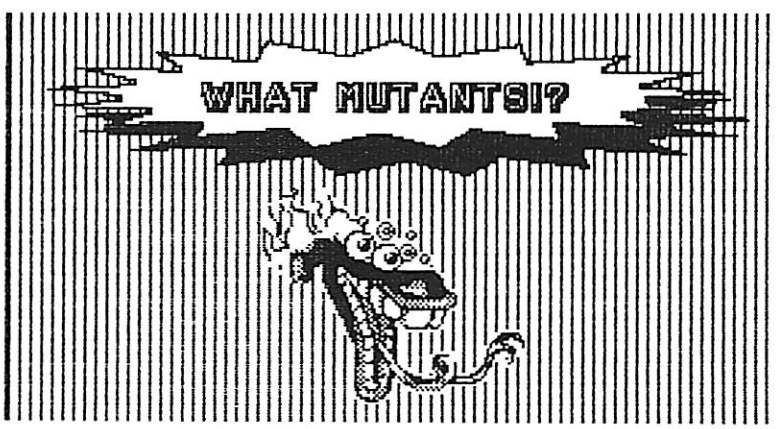
1 in 6 chance	2 in 6 chance
1 Autobot	1 4 gal. gasoline
2 Engineering Bot L	2 six climbing axes
3 2-4 Badders	3 Folding Portacart
4 1-4 Serfs	4 Gal. of syrup
5 1-4 Orlens	5 4 fishing nets
6 Security Bot	6 Pry bar

7 Six man tent
8 Dehydrated rations
9 Matchbook
10 100 firecrackers
11 Firefoam minimissile
12 Six candles w/matches

27) This room has a model of a u235/u238 separater plus diagrams of its function and purpose. There is also a plant in the corner that seems harmless: 2 Kai Lins.
28) Isotope Room. There are vials of H3, C14, and others but only the Carbon 14 remains (5000+ year half life). There is also a Scintillation Counter and the necessary materials to do radiation swipe tests.
29) Sleeth leader's room. He is in here meditating on what to do about Kebir. He may be able to be persuaded by the party to leave or rise up against Kebir, nonviolently.
30) These are the libraries (small). They contain nothing but burnt journals and are worthless. There is a door conecting the two rooms.
33) Stairwell going down.

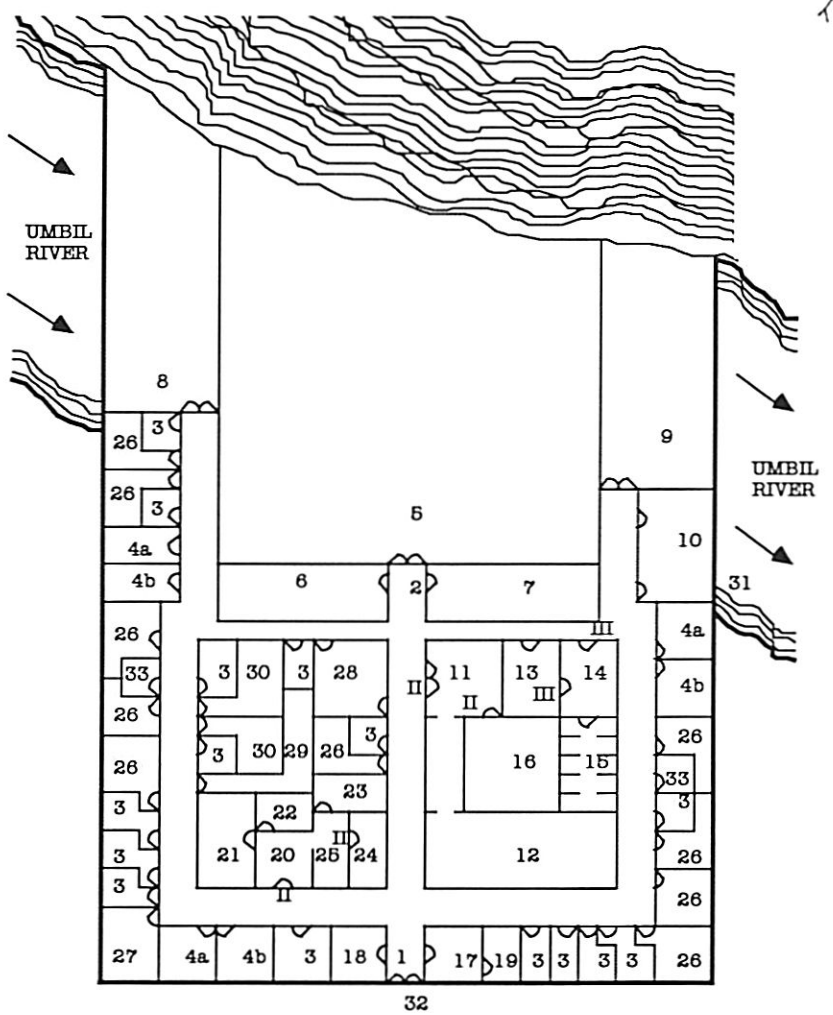
The name Kaxxus is Kebir's boss. He can be anybody that the referee would like to add as a malevolent force in his/her campaign. He is simply added to inspire further adventures and to entice the group to embark on a long quest.





INSTALLATION MAP

II = Code II or better ID to enter door
III = Code III or better ID to enter door
= Doorway
= 20 square feet



Map design by Robert Egan, recreated by MacIntosh

PEEKOINE OPERA BLUES

An adventure scenario for STAR WARS The Roleplaying Game

By William Herz

This is an adventure for 3-6 players. You will need the usual dice, pencils, paper, and of course the Star Wars Roleplaying Book. It would be helpful to have the Star Wars Sourcebook and Campaign Pack, however they are not absolutely necessary. It should be easy to drop this adventure into any campaign. Your players should have some of their own transport. A ship like the one in the Campaign pack will do nicely. It doesn't matter exactly what their ship is as they will not be near it most of the time.

The story takes place on and about the once great center of culture in the universe, PEEKOINE. The players will have their diplomatic skills put to the test in a quest for a great Jedi Knight while trying to keep their own skins intact. Also included is a new Character Template to use in future games. WARNING: Players should stop reading here. I mean it! Stop reading this second. The rest is for the Gamemaster's eyes only.

The story is presented in a series of acts beginning with a small orbital facility where a skimpy clue leads them to the planet surface where there is a great Hovercity. The players are embroiled in local politics, gang wars, and the theatre all in the name of the Rebellion.

ACT ONE- The Curtain Rises

The first location is high above the Planet Peekoine which will be described in the next act. For now the action is at a sort of orbital truckstop called "Mother's". Mother is a former Smuggler, it can't be proven but everyone suspects it. As the Imperials made this kind of business less cost-effective he scraped together what he had left and opened a Space Diner out of a derelict spacedock that he "found" (Yeah, that's the ticket.). It basically looks like a large platform with a small prefab building in the middle. Spacecraft can land or dock with it on the sides. There is a passive force field creating a bubble of air over the top so visitors can walk around it like a big parking lot. Thanks to some creative donations and the fact that it is the only place to get good grub cheap, Mother's is unofficially considered to be neutral territory to Rebel and Imperial alike. If we were casting actors then Mother would probably be played by Jack Nicholson.

The cooking is done by Tooexx-ennam (2X-NM) who was once an Assassin Droid. This often gives the unwary a start. It's okay, his blaster has been replaced by a spatula and the bulk of his programming by some very tasty recipes. If called on to defend the place, he does wield a pretty mean set of Ginsu Knives. Their profiles are at the end of this act. Even if you never play this scenario, you can still set up "Mother's" outside of any planet you happen to be playing around. Everyone loves this place.

Once everyone is settled, read this introduction aloud. (All Read Aloud sections will be highlighted.)

It was a time of culture, it was a time of peace. Peekoine was a planet of refinement in a wilderness. The canal planet was once home to many a Jedi Knight and their families. As the Imperium stretched its foul tentacles, Peekoine became critical to the shipping routes and was soon dominated and the Jedi wiped out and all but forgotten.

What actually happened to the Jedi of the Canals is still a mystery. Some say a few are still lurking underground in suspension waiting for the day their order returns. Most choose not to beleive they ever existed to begin with. Their legends becoming myths. If the Jedi did live, then the time to return is now. . . .

Now have your players engage in a firefight. If they take no action at all, here is what will happen. "That guy" in the scriptside is indeed their contact. He is about to be attacked by a specially constructed Probe Droid that has recognized him as a member of the Rebellion. He will run once he spots it and duck underneath a nearby spacecraft. The Droid plays Cat and Mouse with him till he runs to the edge of the platform when he will be shot and fall off the edge, drifting into space where his body will one day be collected by a passing patrol. The Droid will eventually self-destruct. Presumably the players will try to save him before he gets too messed up. Make sure he gets some damage. Dramatically speaking he should be caught moments before he floats out of reach. Make sure he takes a few shots at least. His main purpose is to gasp out a crucial clue to future events in classic movie fashion. "(gasp) From Baronis (gasp) Two Jedi (gasp, gasp,) Baronis (gasp, wheeze)" Then, predictably, he lapses into unconsciousness. In most universes he would die now, but here he just needs to be put into a rejuve tank for few days. He's still out of the story. What really happened? I'll explain later, dude.

The obvious place to go is Peekoine in search of what may be a lead to not one but two Jedis for the Rebellion.

ACT TWO - A Lovely Red Planet, Sunset

A long time ago (ahem) Peekoine was the center of culture and entertainment in the sector. The Empire frowns on all forms of self expression and only a few are allowed to survive. The planet was allowed to continue a few paltry theatre groups and orchestras, mostly for their own amusement.

The planet proper never had it's own native lifeforms as it is too dry. When civilization first came they irrigated the planet with it's polar icecaps by carving canals. These were carved by enormous floating arks called LANDSLASHERS. Landslashers are big enough to house their own towns on them. The biggest is Landslasher-4 which is the size of a city. Imagine Bespin, the Cloud City (from The Empire Strikes Back), with the bottom sliced off. The main business of these big buggers is to maintain the canals by recarving them all the time. Small towns build on these canals but must dismantle and rebuild every eight to ten years as the Landslashers pass. They make one hell of a ruckus. With vanishing towns and mobile cities, life on Peekoine is a very temporary proposal. Imagine the adventures you could have just roleplaying a Postal Service here.

The only starport on Peekoine is on Landslasher-4, the biggest of them. Landslashers-1, 2, and 3 maintain the canals. Landslasher-4 creates new ones. Presumably the players will get past customs and will have covered for their comatose contact. They should have a pretty free run of the Landslasher. When describing the place to them, keep in mind a densly packed community. There are no streets proper. The main mode of transport is via a complex series of gravtubes and escalators. The term "building" refers to a series of connected areas. Although there are things like back alleys and such. each "building is pretty well defined. The city is rather hive-like and always busy with crowds. Think of the Ultimate Mall.

The characters' only lead is the name "Baronis". This could mean anything. Let them do some detective work. They can look up settlements with that name or residents. There is of course no town currently with that name and only a handful of families. There are three families with the surname Baronis on Landslasher-4. One is on vacation, the other is a paranoid old man who opens the door only a crack and sticks out a blaster to do his talking, and the third leads to a harmless little old biddy who hasn't had company in years and won't let visiting players go for at least four hours. Madame Baronis wants to be enormously helpful, but yields no useful information.

Most of this information will have to be found

by cracking a few computer systems (Difficulty 10). While doing searches for anything connected with Baronis, let them stumble onto a theater production with that name in the title. Before they know it, tell them the computer has reserved them tickets for the show which is tomorrow. Let them follow up on some false trails till then. We'll arrange a "chance encounter" for them momentarily.

Meanwhile, the play they have "accidentally" booked for themselves is entitled "Two Jedi Men From Baronis" and is a classic story of Jediboh Theatre. This will probably appear to be the biggest red herring of them all but will actually lead them to the object of their quest, uh, sort of.

JEDIBOH THEATRE:

Live theatre is alive and well in this high tech society. And much as we glorify the Old West Cowboys and Japan glorifies its Samurai, we find that the forgotten Jedi have all manner of stories told about them. Most of them untrue or the truth unrecognizable. Jediboh Opera can best be described as a cross between Rap music and Kabuki. Actors portay people, places, and even spaceships, all performed in elaborate costumes, phony lightsabres, and anti-grav belts. The most well-known of these performers are the Tantellius Theatre Groupe, who by chance will be performing on Landslasher-4 all week. All in all, it's an experience not easily forgotten even after many sessions of intense psychotherapy.

ACT THREE - Enter, The Lady, Breathless

Along the way you should arrange for this encounter. It is designed to appear to be a random encounter to give the place some atmosphere, but we know better, don't we? In fact it serves to introduce some of the major players in our little drama. As they travel from one location to another read this to them.

Up ahead there is a concentrated crowd causing a commotion. They are all crowding the entrance to what appears to be a posh restaurant.

Anyone asking a member of the crowd learns that the place has been taken over for dinner by the Imperial Governor Zannen. It will prove near impossible to get through the crowd to get a glimpse of the Governor. So if they want to see the guy who will likely prove to be their antagonist for the adventure, then they're gonna have to be a little crafty. Let them work out some kind of a scam that allows them to get in. Let them use a few skill rolls, a little cuteness, and let them through. When they get in tell them they see something like this.

The restaurant is devoid of guests. They have been cleared out so that the Imperial Governor Zannen can have the place to himself and his party. The Governor is deeply involved in his meal. He is entertaining on his left two visiting dignitaries to whom he appears to feign interest. On his right is a woman. He treats her with respect. She is definitely a fox, easy on the eyes, a major dish, y'know? She has long green hair and golden eyes, the current fashion on Peekoine. She seems incredibly bored.

Any Gambler, Pirate, or Smuggler-types worth their salt are going to try to at least go for an introduction to her. Her name is Yuma Zannen and she is the Governor's only daughter. Any attempts at communication with her will determine that she is a real nasty piece of work. Mean-spirited and quick to complain. Actually this is all a front to cover her loyalties to the local rebellion. So feel free to play her arrogance up to the hilt. This is only going to be the beginning of the confusion. If you can get a few laughs out of this so much the better. For example, when one of them thinks he has struck out with her, she will suddenly invite the party to sit down with them. Suddenly they all get up to leave and the hosed player is saddled with the check. Now that's comedy.

ACT FOUR - A Night At The Opera

Eventually after they get tired of wild goose chases, they might be looking forward to the show they "accidently" booked for themselves. As mentioned before, the title of the show is "Two Jedi Men From Baronis" and is a well-known and popular dinner-theatre show. It is performed by the Tantrellius Theatre Troupe featuring the Master Thespian, Damien Tantrellius, who skyrocketed to fame only a few years ago in this very role. Show them the nearby review if anyone does any library research before or after seeing the show.

Excerpted from the The Slasher Sun Times, Imperial Startime 45686.3467

TANTRELLIUS MESMERIZES IN JEDI MEN

Revelwed by Rojene Eborsisk

For only this month, Damien Tantrellius stars in the return of the "Jedi Men From Baronis". The classic of Jediboh Theatre that brought him to fame severals years ago on Bespin. The story is about confused identities when two travelling Bantha Salesmen are mistaken for Jedi Knights and are forced to defend a small village from Isorpian Raiders. Along the way they encounter a real Jedi who saves them while trying to avoid revealing his own true identity. Also of note is the debut of Damien's own daughter, Plum Tantrellius. She is appearing in the role of Leia. If this show is any indication, we may be witnessing the emergence of a future superstar. And she's not too hard to look at either. Also of note are the performances of Yoh Podd as Mouchus and the great dame of the theatre Annah Dublavviane as Leia's mother. Don't miss this rare classic. Some Violence.

Before the show starts, allow one of the players a chance to spot a strange character lurking about and heading for the backstage area. Tell 'em you made a secret Perception roll and they spotted this.

You notice a suspicious guy with too many muscles sneak behind the curtain stage left. What qualifies as suspicious? Well, how about that glint off of a holdout blaster and the furtive side-to-side glances.

Also attending this gala event will be the Governor and his sweet daughter, Yuma. They are accompanied by their bodyguards and a small contingent of stormtroopers outside the box. They have box seats high above the rabble in the audience, of course. They're actually right above the player's seats, oddly enough. If she recognizes the players, she'll say hello by way of dumping a large beverage on their heads. Lovely girl, eh?

The star of the show is Damien Tantrellius. He holds the audience in an almost trancelike state. This is because the Force is stong within him and he is using it to full effect. Have Force Using Characters roll against their Awareness to determine where they are picking up these vibes. If they roll higher than 15 they can pinpoint Tantrellius, 10 - 14 tells them the disturbance comes from the stage area, and beating a Difficulty of 5 only tells them there is a disturbance in the Force somewhere "nearby". If there are no Force Using Characters then PC's who have a political or military background might be able to recognize him for who he is. If all this is not possible, then go for some General Knowledge rolls. Now this is the Big Secret; Damien Tantrellius is a True Jedi Knight. He is not undercover or in hiding, he honestly doesn't know of his born identity. Years ago, a massive trauma induced a total memory wipe of his Jedi experiences. When he does have an occasional flash of memory, he attributes it to getting too involved in his roles.

Also in the show, of note, is his daughter, Plum, a promising young starlet. She is unaware of her dad's Jedi history and is his biggest fan. Players with high Perception will also notice during the show with a Difficulty roll of 15 or better (due to her wearing a ton of stage make-up) that Plum Tantrellius has a resemblance to Yuma Zannen. In fact, without her make-up she's a ringer. Neither girl knows the other personally and if they meet will still deny the resemblace unless confronted by publicity holograms. Holos of both girls are available as the Peekoine Paparazzi is fond of both.

As the show begins, anyone keeping an eye on Miss Yuma will notice that she excuses herself and leaves the skybox. If they let all this pass, then skip to the end of this section and tell them they saw a very nice show, the pacing was a little odd, and there were no bows after the final curtain. They'll have to learn about what follows second hand.

There are several ways to get backstage. There is the way the suspicious character went, there is also a backstage entrance. The backstage area is a honeycomb of rooms and tight corridors. It's always abuzz with activity and easy to get lost or seperated. Familiarize yourself thoroughly with the cast of the show. The cast is always running about changing make-up and costumes. In many ways, this is more orchestrated and interesting than the show on the stage. Allow them to meet and interact with some of the cast members. This is a real opportunity for pure roleplaying with little or few die rolls called for. Here are some example encounters. Keep in mind that the information they come out with is that Plum seems to have mysteriously vanished. It will take awhile for anyone in the show to notice as they will assume that someone will know where she is. They are all terribly preoccupied with their own tasks. There will also be no sign of the suspicious guy either, of course. He and some other cohorts have abducted Plum and have buggered off.

Encounter A; The PC's encounter the grand dame of the show, Annah Dublavviane. She's a bit scatter-brained and is preparing some tea. They are forced to join her. Her favorite phrase seems to be "Isn't Damien absolutely ma-a-ahvelous tonight, dahlings?

Encounter B; Some male PC meets the sexy and infamous Grree L'Tharr, a felinoid who quickly becomes fixated on him. The fact that her race emits an undetectable scent (called pheromones) ensures the PC's interest as well.

Encounter C; This is my personal favorite. With al the hub-bub and confusion. Some of the stagehands mistake the PC's for actors and shove them into costumes and suddenly a curtain parts and they find themselves on stage! ZOWIE! They must perform for the audience during the big battle scene. It's a well known story and the people on stage will help them not ruin the performance. Roll on this list and have them make the appropriate rolls to avoid messing up.

1- Wearing a grav-belt, the player must make a leap from one side of the stage to the other. (Repulserlift Op. Difficulty 10)

2- They must defend themselves against three seperate attacks from ruffians with a phony light sabre. (Three Melee Parries must be made at Difficulty 5.)

3- The player must ride a pair of actors dressed in a Bantha costume across the stage. (Beast Riding Skill at Difficulty 10)

4- They must execute a dance step with the rest of the troupe. (DEX or Climbing/Jumping rolls at Difficulty 15)

5-Oh no! They must sing. Have the Player actually sing a little something. Let the other player's give the audience reaction.

6- You get the idea. Be creative. Failed rolls will not be catastrophic, only embarrassing, although some might cause small injuries. Have people they meet later remember them for their public goofs, like the Governor for example.

Now here's the important point. Pay attention. Those guys were supposed to nab Yuma Zannen and have mistaken Plum for her. What's more, this was all set up by Yuma and her friend, the leader of the gang. When they get back to their base, Yuma's friend, Gamusha, will realize the mistake, but not before as he is not along on the expedition. His face is too well known to the Authorities.

Obviously contacting Damien Tantrellius is going to be important. Foremost is to tell him that his kid is gone. He is on stage almost the entire show and has no idea what goes on backstage. Also he may be someone terribly useful to the Rebellion, if he turns out to be a True Jedi. Rescuing his daughter would make them look Real Good.

Make reaching him difficult, but not impossible. The man appears to be a deep thinker. They must move quickly before the trail becomes cold. Damien insists on going through the official channels himself looking for a ransom message. He rushes the players off to chase after them. Grree and Yoh insist on going along with them. Grree is Plum's best friend and Yoh has a thing for Plum as well.

Outside the theater, some groupies can be found. They reveal that they saw three big guys carry off a girl in a bag. They thought she was just a gatecrasher or something. The gang went off in the direction of the express grav chutes that lead to the Undercity. Tally Ho!

ACT FIVE - Exit, Stage Right

Plum was abducted by a Swoop Gang (See the Star Wars Sourcebook for fuller details) called The Gutterwipes led by a notorious criminal named Gamusha. Briefly, swoop gangs turn up on the Outer Rim Territories like this one. Their main mode of transport is the repulsorlift vehicles called swoops. They are essentially engines with a seat and move with unbeleivable speed. It takes more than skill to fly these, it takes a lack of brains.

At this point, three gang members have Plum in a bag. They think she is Yuma and the reason she is struggling is to make the kidnap act look convincing. Well, she's doing a good job. They have made their way down an express shaft to the maintenance facility where they have stashed their swoops. It is located in a place called the Undercity.

The Undercity is, like, under the city, right? These are the areas where the engines that carry the city are based. There are thousands of them and they all have to be taken care of. The city rises an average of 50 meters above the land which varies wildly depending on the terrain. At this time the land is extremely craggy with towers of rock that occasionally reach the city bottom and break. The most common form of transport are a network of upside-down monorails we'll call "Sliders". They move at the same speed as a swoop (5d), and are much safer. Of course, being on rails, you can't quite choose where you want to go. So you can pursue a swoop but don't expect to do any serious dogfighting in them. For moving to specific areas there are small access pods. These have the same stats as Cloud Cars from the Sourcebook. The pods are certainly not any match for a swoop in open terrain but there must be a hot pilot among the PCs and the Swooper's Attributes aren't all that impressive. By the way one of the three swoops is actually a standard speederbike as swoops only carry one man at a time. Speederbikes can carry two. Also in on the chase is Yuma Zannen who observed the mix-up just a wee bit late. She is somewhere between the gang and the PCs. Yuma's chosen a Slider and she's so mad at the mix-up she's spitting lasers. She hopes to catch them but barring that, she has an approximate idea where their hideout is and is going there.

We now have the makings of a really confusing chase and/or battle depending on how the Players feel like dealing with things. If either Yuma or Plum wind up dead or worse that should certainly earn some Darkside points. Make sure you put plenty of obstacles in the way. For example, look out for those cranes swinging around. Make them slip through a natural rock formation in the shape of an arch. The swoop gang tactics will be to lose them with fancy driving and doing a slalom through some of the crags. If they can they will not be above letting off a few blaster shots. After all, the swoop gang has no idea why they're being pursued. They're worried that they might be bounty hunters or something.

Eventually some should make good their escape by heading for where the canals are being gouged out. This is place of high drama. Cutting canals is a three part process. First is a barrage of repulsor beams and energy blasters to soften the land up as the second part comes through, a series of enormous blades and tools that physically tear the land apart. The third step is a phalanx of construction lasers that smooth out the bottom and sides and clear the debris. You can imagine how hot the land must be at this point. Diving into this miasma is a common way for the swoop gangs to escape. This is where some native Area Knowledge comes in handy. A Tongue-Tied Engineer may be familiar with this kind of operation, however, it's still crazy to do this as any small goof will insure death. But if the players are too close this is the swoop gang's last resort. The one with Plum should make his escape then go on to the next Act.

ACT SIX - The Denouement

If you're player's are nuts enough to pursue them successfully through this miasma of death or they find another way around it, they will eventually learn where the Gutterwipe's hideout is. If they totally screw up or generally don't do too well then they can eventually be lead there by Yuma herself. Of course they should be thinking that she is loyal to the Empire (what with being a daughter of an Imperial Governor and all that) and cannot be trusted. All this will eventually have to be settled sooner or later.

Plum is unconscious through most of this due to minor injuries sustained in the battle. Gamusha will be wondering why Yuma is wearing all these goofy clothes. Following is a description of where the hideout is located and how it is structured. Whether they invade it, sneak in, or just walk right up to it depends largely on how the Players Characters have performed up till now, who is with them and how much damage they inflicted on the gangmembers. Good luck.

Cutting the canals often reveals natural caves in the crust. Before the first towns spring up, it is common practice for swoop gangs to find these and use them for hiding in. They do not last long, but then, few settlements on Peekoine do. The Gutterwipes have recently moved into a new hole that is still close to Landslasher-4. These are some of the more notable features.

1. ENTRANCE It is about 40 meters above the canal floor and 40 metters under the cliff's edge. This is a long and winding tunnel which is just barely big enough for their Landspeeder to fit through. The fact that it fits was an important reason they picked this cave. There are usually two guards patrolling it's length.

2. MAIN HALL This is mainly a large bubble with several others shooting off from it. Their are two pillar-like rock formations that provide some defensive positions. It is also the only place to park the landspeeder.

3. SWOOP BAY This is where the swoops are kept. At least one gangmember can always be found here fiddling about maintaining them.

4. MESS AREA The gang's Food Droids have set up here. They are mobile but only barely and prefer to stay out of trouble. They were "borrowed" from an Imperial Diplomatic Patrol. Think of them as Stan and Ollie if you need to assign them personalities. There names are I-81 (Eyeate-won) and I-812 (Eyeate-wontoo).

5. GAMUSHA'S OFFICE As long as they had the space, Gamusha has decided that the last area would be for himself. If the situation calls for it, he has a very, very tight escape tunnel behind his desk. It's a secret only to outsiders. Gamusha is honest with his men.

The Rebels should eventually wind up here. Whether they find out before or after it will eventually come to light that the Gutterwipes are in reality a small Rebellion of their own having nothing at all to do with The Rebellion. It's can actually be pretty difficult to join the Rebellion if you don't know anybody who is already a member. We can't all have dads named Skywalker, you know.

Yuma and Gamusha have been organizing this for a long time and the whole kidnapping was designed to get attention and to allow Yuma a more active role in running things for awhile. She is very strong willed, but can be quite charming. Players who have interacted with her prior to the "kidnapping" will find this hard to believe (That is, if you did your job right, Gamemaster) but she truly means no one any ill will. She is painfully aware of the Empires atrocities and her hatred of the Empire festered for years. After they first met she "arranged" for Gamusha's "escape" from a detention center and they have managed to stay in touch ever since. One day this will probably blossom into a romance, but as of now they have avoided such discussions until the Empire can be driven off of Peekoine. Unfortunately, they are not certain how to run a rebellion, but they have the spirit and a small following.

Til Next Time - Go Home Soon

For now the Rebel Players have discovered some possible allies on Peekoine. This is a fine reward for the adventure. Now what about Plum? She is only slightly miffed and will understand. Her politics are confused, but basically supportive of the Rebellion. She has no knowledge of her father's history as Jedi. She has always believed him to be a great actor. If the Rebel's story is true, then it is probably known to Governor Zannen as well. As a matter of fact, she now recalls a rather odd dinner/meeting with him and her father before permission was given to perform the show. The first Player to rescue her will earn her "devotion". She is quite impressionable at this age. I sure hope it isn't the same PC that Grree has taken a shining to, no sirree.

So now relationships should be pretty confused. But it is possible to wing it from here, enjoy. You have many questions to answer together. Remember this, the answers should be dramatically appropriate and some may not pan out at all. A lot depends on how long you intend to continue and what the PCs have gotten themselves into. Is this a "one-off" session or will it become part of your ongoing campaign. The story is designed to be flexible, play around with it.

New Crafts

Ship Type: SWOOP
Hyperdrive Multiplier: NONE
Sublight Speed: 5D
Maneuver: 4D
Hull: 1D
Main Weapon: NONE

Ship Type: UNDERCITY ACCESS POD
Hyperdrive Multiplier: NONE
Sublight Speed: 3D
Maneuver: 2D+2
Hull: 1D
Main Weapon: Repair Lasers
Fire Control: 1D
Damage: 1D+2

Ship Type: SLIDER
Hyperdrive Multiplier: NONE
Sublight Speed: 5D
Maneuver: NA
Hull: 2D
Main Weapon: NONE

IMPORTANT NPC's

MOTHER, Ex-Merchant, Owner of MOTHER'S DINER
Template Type: Smuggler
Ht: 1.7 m Sex: Male
SKILLS:
Brawling Parry 5D+1
Cultures 4D
Bargain 4D+1
Brawling 5D
Background: See scenario.
Quote: "Well, people, what's your poison?"

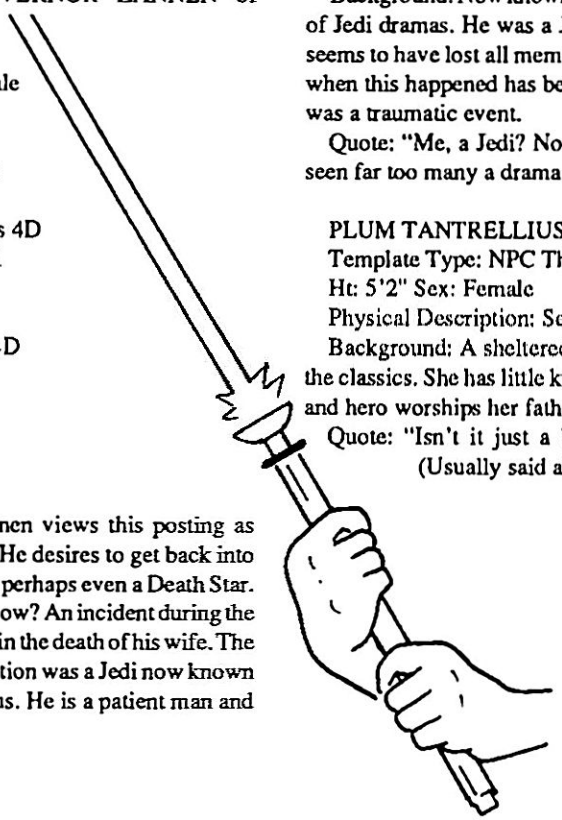
2X-NM (Tooexx-Ennem)
Former Assassin Droid- Short Order cook @ MOTHER'S
Model: Metropolis Razer 2X-NM
Loyal to: Mother
Ht: 2m
STR: 5D
Other ATTs: 2D
Skills:
Blaster 2D
Food Prep 6D
Search 3D
QUOTE: "You want fries with that?"

IMPERIAL GOVERNOR ZANNEN of Landslasher-4
Template Type:
Ht: 1.7m Sex: Male
DEX 2D+2
KNO 3D+2
Bureacracy 5D+2
Languages 4D+2
Planetary Systems 4D
Technology 4D+1
MEC 3D
Beast Riding 4D
Repulsorlift Op. 4D
PER 3D+1
Command 5D+1
STR 2D+1
TEC 3D
Security 4D
Background: Zannen views this posting as prestigous, but dull. He desires to get back into battle leading a ship, perhaps even a Death Star. It could happen, y'know? An incident during the Clone Wars resulted in the death of his wife. The commander of the action was a Jedi now known as Damien Tantrellius. He is a patient man and will wait till "Tantrellius" regains his memory before eliminating him.
Quote: "Pestov, Noidie, it would be lovely if that man suddenly dissapeared, wouldn't it?"

YUMA ZANNEN, Daughter of the Governor
Template Type: Young Senatorial
Ht: 5'2" Sex: Female Age:18
Skills:
Blaster 4D
Bureaucracy 6D
Cultures 5D
Command 4D+1
Hide/Sneak 5D+1
Background: Born to wealth and spoiled. When very small she lost her mother and the crucial influence in her life was a Loyal Retainer who was executed when it was discovered she was involved in the rebellion.
Quote: "What do you use for brains and can it be replaced? O.K. that's two questions. So what?"

DAMIEN TANTRELLIUS, Jediboh Performer
Template Type: Thespian
Ht: 1.6m Sex: Male Age: ?
DEX 4D+2
KNO 5D
MEC 2D+1
PER 6D+2
STR 2D+2
TEC 1D+2
Skills;
Lightsabre 9D
Background: Now known as a great performer of Jedi dramas. He was a Jedi Knight but now seems to have lost all memory of this. How and when this happened has been lost, but surely it was a traumatic event.
Quote: "Me, a Jedi? No, dear lad, you have seen far too many a drama I think."

PLUM TANTRELLIUS
Template Type: NPC Thespian
Ht: 5'2" Sex: Female
Physical Description: See Yuma Zannen
Background: A sheltered life spent studying the classics. She has little knowledge of politics and hero worships her father.
Quote: "Isn't it just a beautiful evening?" (Usually said about noon.)



A NEW CHARACTER TEMPLATE

Character Type THESPIAN
Character Name _____
Player Name _____
Height _____
Weight _____
Sex _____
Age _____
Physical
Description
_____
_____

DEXTERITY : 3D+2
KNOWLEDGE : 4D
MECHANICAL : 1D+1
PERCEPTION : 4D+2
STRENGTH : 2D+2
TECHNICAL : 1D+2

Equipment
500 Credits Standard
Prop Duelling Sword
Press Clippings
Make-up Kit
Solar Protection (Sunglasses)
An Agent (Optional, He gets 15% of your Credits)

Background
Born poor, you aspired to greatness. The stage was instinctive within you. Your career was sure to be stupendous.
Then the Empire stepped in. They have no appreciation for the arts and censor or outright cancel your best performances. Your career will just have to wait while you fight for the Rebellion.

Personality
You actually have a low self-image which you cover with a strong show of conceit and "braggadocio". You appear over-confident at all times.

A Quote
"I'd like to thank the academy, my director, my parents who had faith in me, and (ad nauseum for twenty minutes)"

Connection With Other Characters
They might have seen you perform somewhere and been moved deeply. A Noble or Senatorial may have sponsored one of your shows. A really successful actor may have a Loyal Retainer.

NPC THESPIAN ATTRIBUTES
These are used for the rest of the humanoids in the troupe.

DEX 2D+1 PER 3D+1
KNO 3D STR 1D+1
MEC 1D TEC 1D

1990 SIGMA AWARDS BALLOT

Any game or game-related product released or produced in the calendar year 1989 is eligible for the SIGMA Awards. Any interested gamer may vote in the SIGMA Awards using this ballot or any reasonable facsimile. Only one ballot per person. Ballots are not valid unless they are signed and include a verifiable name and address. You may vote for up to three products in each catagory. If a second round voting is required, anyone who voted in the first ballot will receive a final ballot. A final selection of a winner and a 'Honorable Mention' will be made in each category. Please send all ballots to the address provided below by August 1, 1990.

BEST ROLE-PLAYING GAME

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BEST RPG AID/SUPPLEMENT

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BEST STRATEGY GAME

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BEST STRATEGY GAME AID

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BEST MINIATURE FIGURE

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BEST COMPUTER GAME

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BEST PLAY-BY-MAIL GAME

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BEST PERIODICAL

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_____

Name:_____

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Society of Independent Game Manufacture
3716 Robinson Avenue
Austin, TX 78722

The Fleet

by Bill Fawcett

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The Fleet is a series of anthologies edited by myself and David Drake, the author of the Hammer's Slammers novels. Three first three books in the series are now available, these are The Fleet, Counterattack and Breakthrough. Volume four, Strange Allies, is scheduled for early 1990 and volume five, Total War, for later that year. Pure and simple, The Fleet is space opera and action adventure, though with a modern feel. Among those regularly contributing to the series are Poul Anderson, Anne McCaffrey, Larry Niven, Christopher Stasheff, Janet Morris, Gary Gygax and a number of other talented authors.

These books contain what are unabashedly war stories, though the wars are set thousands of years in our future. The first three tell of the beginning of the Khalian War. A war the Alliance isn't at first even sure is a real war, but that they are losing.

The Fleet is the defense force of and only legal military force in the Alliance of Planets. The Alliance of Planets was formed during the darkest period in a nearly thousand year dark age brought on by the fall of the Old Imperium. The Imperium lasted nearly two thousand years, ending as it spun apart through oppression, rebellion, and sheer weight of numbers. The last emporer being the near ultimate in perverted tyrants. Where the Imperium (there was in this future history only one Imperium worth the term even hundreds of years after its fall) controlled nearly fifty thousand inhabited worlds containing over two hundred sentient races, the Alliance consists of less than a thousand worlds. Only three hundred of this thousand can be considered more than marginally inhabited. the old Imperial records are long lost and within the Alliance sphere are literally hundreds of thousands of stars and thousands of unexplored (by them) worlds.

The Alliance of Planets

Almost a thousand years ago, more than eight hundred after the last Emperor fled his capital, thirteen of worlds which had retained a high level of prosperity and technology found themselves the targets of a barbarian galaxy. They banded together for mutual defense. This was first against several rival local powers, then against other rising empires, and always against a steady thunderstorm of pirates and raiders. The Fleet was formed to act as a joint defense force.

After a century, it became obvious that the only true defense possible was to domination or assimilation of any threatening world. Again the Fleet became the instrument of this defensive expansion. This policy has served the Alliance well, bringing relative prosperity and peace to the an ever expanding core of inner worlds. Currently the Alliance contains over six billion humans and additional two billion alien sentients from thirty-nine races which occupy about 20% of the worlds. All sentient individuals are given an equal citizenship, contrasting with the racism and outright slavery of the late Imperium.

The Alliance itself is a benign empire, albeit an expansive one. It still sees the asimulation of its neighbors as the keystone of its policies, but prefers to do this using its economic strength and the appeal of the security offered by The Fleet. Inside the Alliance the planets have a large degree of autonomy. They are strictly regulated regarding only genocide, taxes, and the prohibition on any non-Fleet ship carrying any armaments.

The shape of the Alliance is egg shaped with the Earth about two thirds of the way from the wider end. It lies along the spiral arm with the larger, expanding edge primarily moving deeper into the arm. It takes the fastest ships about three weeks to travel from one end of the Alliance to the other.

The Alliance is ruled by an executive council elected from a legislature which includes representatives from all member worlds. The Chairman of the Council is the highest executive in the government, which in includes his post as supreme commander of the Fleet. In reality the Fleet is very much a force unto itself, including having its own lobbyists and friendly legislators. The one rule both sides observe, the Council through caution and the Fleet through wisdom is that the Alliance controls the Fleet's budget and so indirectly the general actions and direction the Fleet can take. The Fleet accepts this control, which has so far prevented any Admirals from succeeding with coups, though some have tired. Another check is that the strict dictatorship of the late Imperium era has not been forgotten, even after a thousand years. Finally it is not uncommon for noted Fleet heroes and Admirals to retire from duty and become members of the legislature representing their home planets.

The Fleet

Due to its nature as the defender of a large number of semi-independent worlds, the Fleet is itself semi-independent. Partly this is because of the wide range of duties it must preform. Another equally important reason is that no one planet or group of planets is comfortable with any of the others worlds having any direct control of the only major military force allowed in the Alliance. A similar situation can be seen with the Republic's handling the legions, even to a prohibition on large concentrations of Fleet ships approaching the capital, which is on the Earth.

It is the responsibility of the Fleet to do whatever has to be done to protect the inhabitants and trade of the member worlds. This includes protecting or expanding the Alliance's borders, dealing with piracy, and even acting as an interplanetary police force.

To accomplish all of this, The Fleet employs thousands of ships and millions of personnel. Most Fleet personnel are naval in nature, concerned with activities in space. In the fleet there are less than a hundred thousand marines, but these are all highly trained and often the equivalent of today's special forces. A hundred thousand, even very effective, marines is not enough for any large scale war. In times of war each planet levies and trains its own militia and contributes units to the Fleet. As the number sent lowers the taxation level for the planet contributing them, many worlds are more than happy to supply and equip these forces. Militia vary from skilled professional soldiers to barely trained levies, depending on the militancy of the government providing them. Generally the more any major conflict is to affecting a planet, the higher the quality of the militia supplied. Fleet personnel are generally respected by Alliance civilians, more so on the frontier where their benefits are more apparent, than on the inner worlds.

The fleet is commanded by the Admiralty Board. This in turn elects an Admiral of the White who controls the general administrative apparatus of the Fleet. Similar to the Admiralty, and consisting of many of the same officers, is the Strategy Board. This is chaired by the Admiral of the Red, who commands the actual military operations of the Fleet. In times of war the Admiral of the Red is ascendant and the Strategy Board supreme. At all times the Admiralty controls promotion and ordnance.

Ranks in the Fleet are similar to those of Nelson's navy. These are familiar, but Commodore is an active rank placed between Admiral and Captain. This rank often being

given to an officer controlling a number of ships large enough to each rate their own captain, but less than a full fleet.

The Fleet also maintains a large number of space complexes which serve as repair or recreational facilities. Perhaps the most impressive of all Fleet facilities is Port itself.

Port

Port is the administrative and training center of the Fleet. As no established world could be trusted by the others to host the control center of their mutual defense, a primitive, jungle infested world circling Tau Ceti was chosen. On this still largely empty planet a city/base/port has grown for almost eight hundred years. Today it is a sprawling complex of buildings and farms occupying three thousand square miles on the otherwise still untouched planet.

Traditions

After almost a thousand years of continuous existence, the Fleet has many traditions. Among these are the Captain's Mess which is basically an ranks aside discussion session occurring once per month. Another is the practice of painting designs and emblems on the sides of ships in the color of their commanding admiral. there are literally thousands of traditions, many held very dear, many designed to make living in close quarters, under stressful traditions, for months at a time bearable. Surprisingly, since firing a weapon is likely to breach a hull, the carrying of swords or long daggers is more than just ceremonial and many officers are skilled in their use.

The Ships

The technology of the Fleet and that of all other known spacegoing races is based, as is most, on the science retained from old Imperium. The ships are all powered by two types of engines. In system travel is effected by the use of a magnetic/gravity drive. This being postulated on the understanding of unified field theory which treats gravity as a force similar to magnetism. While not capable of the speed of the Ftl drive, this drive allows for fine movements and the controlled descent through atmospheres. Since no-one has found a way to suspend the laws of momentum, the real limitations on non-ftl movement is the amount of g-force the passengers can take. Generally it takes a fleet escort about four hours to travel the distance from earth to Pluto.

The Ftl drive is a space warping unit that either changes the nature space or maybe changes the nature of the ship, the scientists still disagree. In either case the effect is that a ship can travel at several times the speed of light, but is untraceable while doing so. It is also unnavigable and unable to interact in any way with other ships or the normal universe while using its ftl drive.

Shields protect most combat ships. These are powered by the magnetic/ gravity engine. They do not absorb energy, by do redirect it around or away from the ship. The shields can be overwhelmed, often by concentrating fire in a single location where the incoming energy is particularly intense.

The industrial output necessary to build a Fleet warship can be a considerable percentage of the production of a major city. A fleet dreadnaught contains millions of parts, thousands of sophisticated machines, multiple computers, and half a million pounds of materials. Hulls are often inches to even a meter thick. Even a single frigate costs the equivalent of a billion dollars of today's money.

Most Fleet ships are manned by humans, not because of racial bigotry, but simply because they constitute the majority of the population and generally are the most warlike.

The Weapons

Ship's weapons consist of lasers of great strength, torpedoes with plasma warheads, and plasma cannons firing large shells. The plasma weapons consist of a delivery system, the missles being intelligent, but smaller, and a container in which a large mass of plasma is packed. When the warhead or shell hits a target the plasma is freed creating a massive explosion, in the one to three kiloton range. That's enough to completely destroy a small ship if the shield is down or blast through a shield with enough force to buckle a hull and open the compartments below to space.

Ranges are in the thousands of kilometers and rarely will ships be within visual range of each other. Computers assist in aiming and ranging, but targeting decisions and firing the weapons is a human decision. A human can function when damaged and is not as easily confused by ECM. Further humans have instincts that can be programmed into any machine. Generally the Fleet uses humans as decision makers and computers to implement the decisions.

Individual armaments consist of laser rifles and shoulder launched plasma weapons (similar to the shoulder launched missles of today, but with much greater yield). Most marines also carry some sort of bladed weapon and slug throwers are not uncommon among the planetary militia. The Khalia tend to carry laser rifles, which are slightly less powerful than the Fleet issue model. They rarely use slug throwers or larger weapons, preferring to use their ships for direct artillery support.

The Khalia

For almost fifty years the Khalian problem has been growing. About five years earlier sporadic border raids changed to massive sweeps and eventually invasions of isolated frontier worlds.

The Khalian themselves are non-humans who resemble nothing as much as an upright weasel. They stand about five feet tall, are not as strong as a human and cannot move as swiftly over long distances. the Khalians do have reflexes that are slightly faster than a human's and fight on a much more instinctive level. Like many cultures, the Khalia view all non-Khalia below them and on the same level as animals. This has lead to the heavily propagandized instances of "cannibalism" by Khalians who have been on long, meatless voyages. Actually we don't taste very good to them, rather metallic and bland.

A Khalian has sharp teeth and extended canines, making their bite a dangerous weapon. They also have inch long, extendable claws though prefer to use long daggers or metal claws for infighting. They are descended from rodents, as we are from monkeys, sharing a sharp sense of smell and hearing.

As a rule the Khalians have a heroic culture, following the lead of the best warrior or most charismatic leader. They dislike space suits or body armor, preferring to join ships rather than venture into open space. Their culture is clan based and pyramidal.

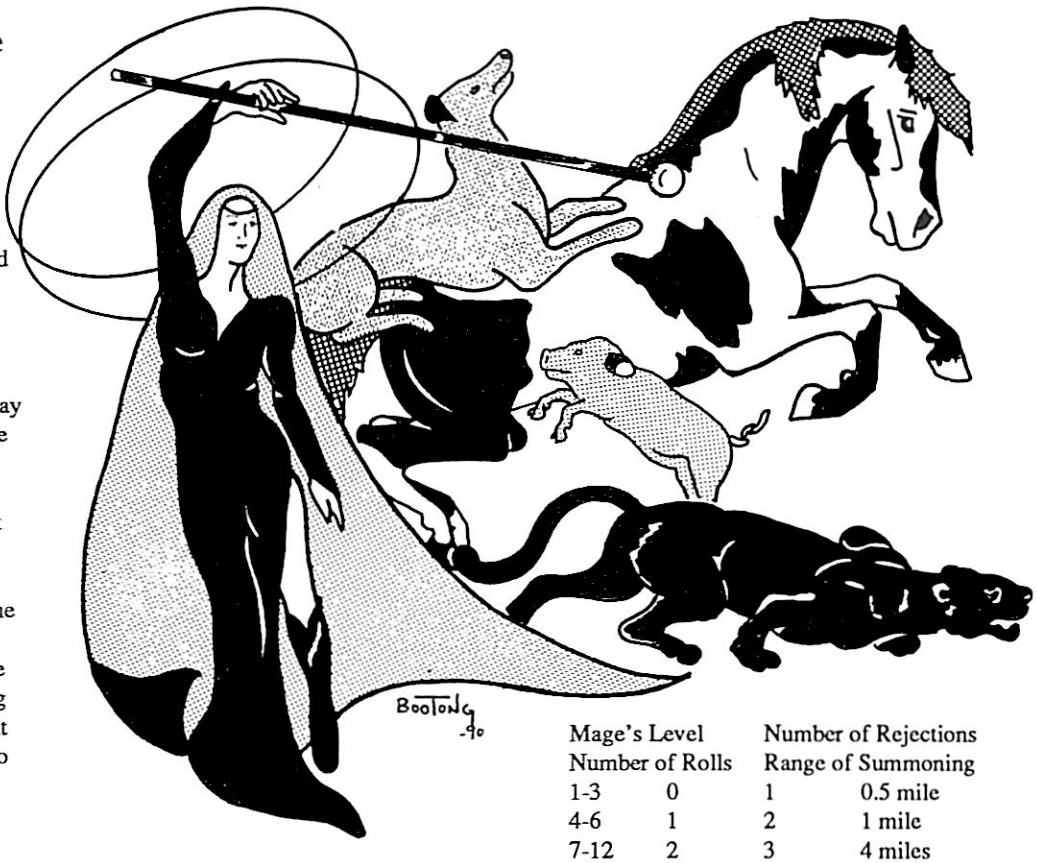
Over the last five years the Khalia have raided several dozen worlds, brought trade in two sectors of the Alliance, and occupied three human colonies. Hundreds of human technicians have been taken as slaves and tens of thousands of colonists have been killed.

Khalian tactics seem to be minimal, involving either attack of flight, but little formation fighting. Fleets are badly coordinated, but individual ships tend to be over armed and demonstrate a level of courage just short of foolhardy. The Khalia tend to avoid hopeless situations and do lay cunning traps. They are also not above bribing human turncoats.

The Khalian High Command will be forwarding a Fleet scenario for an upcoming issue.

Familiar, Familiar Everywhere

So, You're looking for a special friend?
By Gary Reilly



Frankly, I don't like gamiliars. As a dungeon master, I detest them. Especially when a game system allows even the lowest level character to possess one. Familiars tend to foul up carefully planned scenarios when used indiscriminately. Oh sure, you can always kill off a bothersome familiar and inflict some well-deserved damage on its owner, but that seems like taking the easy way out of a bad situation and usually enrages the creature's owner.

So, after some thought, I've decided to allow characters in my campaign to seek out familiars if they wish, but I have changed some of the rules. To start with, high intelligence is not required in the famliar. The mage shares a very intimate, telepthic link with his companion. This bond occurs on the most basic levels of interaction, transcending apparent intellectual barriers. Remember that this is a two-way street. The mage is likely to receive somewhat odd sensations during the relationship as a result of the empathic link. The same holds true for hte familiar. The effects of this sharing of feelings can produce surprising and often humorous sidelights to a character's role playing.

The ability to effectively communicate and to give orders does depend on the familiar's natural intelligence. For example, an earthworm can be directed to squirm under a locked door, but not return with a detailed description of what lies beyond. However, the worm can provide rough feedback such as is the area dark or lit, hot or cold, and so forth. To the character's benefit, I eliminated the permanent loss of hit points upon a familiar's death. The death inflicts damage to the character, but only on a temporary basis as does regular melee damage. Healing takes place normally. In addition, the character may terminate the relationship simply by willing it. However, there is always a 25% chance that the attempt proves unsuccessful. the termination process requires the owner;s concentration for 10-60 minutes. This prevents a characrer from breaking the bond in the middle of combat simply to protect himself from damage about to be inflicted by the familiar's imminent death. If unsuccessful, the owner must rest for 30 minutes before making another attempt.

In all cases, breaking the relationship causes emotional duress in the owner. This has no real effect on the character's ability to function, however, the dissolution prevents him from seeking a replacement familiar anytime soon. For each month that the prior owner/familiar bond existed, roll 1D6. The resulting total represents the number of days the character must wait before attempting to attract a new familiar, with a minimum waiting period of one full week.

Higher level characters receive some choice in attracting a familiar. A 4th level mage may reject the first creature that responds to his summons and make a second and final roll on the familiar selection table. The choice must be finalized before making the subsequent roll. It is possible to end up with a less desirable creature on the following roll. Also, the mage may terminate the summoning spell at any time before he makes his final roll. For example, an 8th level mage summons an earthworm on his first roll. Deciding to reject the worm, he makes a second roll. He can reject this roll as well. Before making the third roll, the mage must decide whether or not to make this final roll and accept whatever creature appears or he can elect to break the spell before the roll. Terminating the summoning spell early still costs the mage the full spell points, cost of ingredients, and so on.

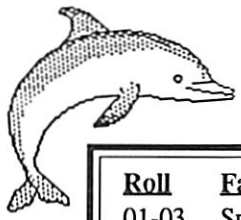
The following table shows the spell caster's level, number of rejections allowed, number of rolls alowed, and the distance over which the summoning can occur.

Mage's Level	Number of Rolls	Number of Rejections	Range of Summoning
1-3	0	1	0.5 mile
4-6	1	2	1 mile
7-12	2	3	4 miles
12+	3	4	16 miles

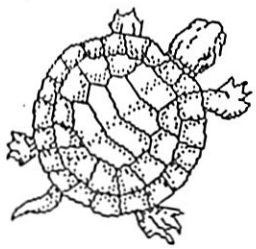
Finally, the creature in question is selected randomly by a percentile die roll ont he familiar selection table. Believe me, there are some candidates that no one wants to be linked with. On the other hand, the list includes the traditional creatures such as cats and bats. And even the more unusual members can be used effectively, despite some obvious handicaps. A telepathic goldfish can become a competent watchdog (uh, watchfish, that is) when palced in a bedside bowl while its master sleeps.

In determining the result of the roll, a little common sense must be applied. Certain familiars simply are not available to answer the call in some environs. For example, you aren't likely to locate a porpoise in the middle of a desert. If, however, the mage's spell range extends to the coast, then the summons may attract a migrating whale which probably ends up beaching itself in attempting to respond (And I bet you were wondering why all those whales in history have beached themselves - The Editor).

The approach outlined above provides bothe the dungeon master and the players with some flexibility in regards to familiars. After all, if a player really wants a familiar, I won't stand in his way. he just has to take his chances and risk some disappointment.



Roll	Familiar	Special handicap	Special Advantage
01-03	Snail	Very slow movement	Unobtrusive
04	Porpoise	Water habitat	Speed, intelligence
05-07	Spider	—	Vertical movement
08-11	House cat	—	General acceptance
12-13	Skunk	Bad reaction	Odor as weapon
14	Anteater	—	—
15-16	Spider monkey	—	Agility
17	Goldfish	Water habitat	—
18-19	Condor	—	Flight, strength
20-23	Dog	—	General acceptance
24-25	Chipmunk	—	—
26-27	Duck	—	General acceptance
28-31	Rat	—	—
32-33	Cow	Bulky size	—
34-35	Horse	Bulky size	Can be ridden
36-37	Owl	Nocturnal	Night eyesight
38-39	Pig	—	—
40-41	Chicken	—	—
42-43	Mayfly	Short lifespan	Flight, unobtrusive
44-46	Snake	Bad reaction	—
47-49	Bat	Nocturnal	Flight, radar
50-51	Opossum	Nocturnal	—
52-53	Orangutan	—	Strength
54-57	Housefly	—	Flight, unobtrusive
58-59	Turtle	Slow movement	—
60-61	Woodpecker	—	Flight
62-63	Beaver	—	Swimmer
64-65	Moose	Bulky size	—
66-67	Hawk	—	Flight, eyesight
68-69	Goat	—	—
70	Whale	Water habitat, size	Strength
71-73	Bee	—	Flight, small size
74-76	Squirrel	—	Agility, arboreal
77-79	Moth	Attraction to flames	Flight, unobtrusive
80-81	Mole	Poor eyesight	Burrowing
82-84	Earthworm	Poor eyesight, slow	Burrowing
85-86	Weasel	—	Speed, burrowing
87-89	Toad	—	—
90-92	Sparrow	—	Flight
93-94	Newt	—	Size
95-96	Leopard	—	Speed
97-98	Bear	—	Strength
99-00	Mouse	—	Size



SCANNER

The following products have been, or will soon be released:

The Avalon Hill Game Company:

Combots - SF robot combat computer game for the C-64

Legends of th eLost Realm - FRP computer game for the Mac

Eldar Secrets & Haunted ruins - Modules for Runequest

Chaosim, Inc.:

Stormbringer (4th edition) RPG

Arkham Unveiled & At Your Door - Supplements for Call of Cthulhu

Columbia Games:

Harnworld (2nd edition) - Worldmaps, not the RPG

Digest Group Publications:

MegaTraveller Alien, Volume One-Vilani & Vargr: The Coreworld Races - Suppplement for MegaTraveller

Manhunt: Volume I of the Onnesium Quest Trilogy - Module for MegaTraveller

FASA:

Into the Shadows - A Shadowrun Novel

Battletech Reinforcements II

Battletech Technical Readout: 3050

The Seattle Sourcebook for Shadowrun

Star Trek: The Next Generation - Galaxy Class Enterprise Blueprints

Damned If We Do.... - Renegade Centurion Novel

Bottled Demon scenario pack for Shadowrun

Queen Euphoria adventure for Shadowrun

Paranormal Animals of North America - Supplement for Shadowrun

Star Trek: The Final Frontier - Sourcebook for Star Trek

Battle For Twycross scenario pack for Battletech

Flying Buffalo, Inc.:

Mugshot for MS&PE

Corridor Dice

Future Combat Simulations:

StarBattles (The Card Game)

GDW:

Fighting Ships for MegaTraveller

Twilight Encounter for Twilight 2000 Challenge #43

Ironclads and EtherFlyers for SPACE:1889

Imperium boardgame (2nd edition)

ICE:

Silent Death - SF boardgame of space combat, includes their Star Strike SF ship miniatures

CyberRogues - Charactor Compendium for Cyberspace

Nomads of the Nine Nations - Supplement for Shadow World

Day of the Destroyer - Module for Champions

Ninja HERO - Martial arts handbook for the HERO system

Fantasy HERO (2nd edition)

HERO System Rulebooks (revised)

Rolemaster IV

Greater Harad - Module for MERP

Ral Partha:

AD&D Monsters - Drow Elves, Firbolgs, Gnolls, Kobolds, Catoblepas, Pegasus, Unicorns, and Dae-Shriues

The Bridge of Sorrows - A boxed encounter set containing a large Fire Dragon (7" tall with a 10" wingspan!), a warrior, a captive maiden, and the bridge

R. Talsorian Games:

Roadstriker II & Mekton Empire for Mekton II

Also, they have acquired the rights to do a RPG in 1991 based on the Amber novels

Steve Jackson Games:

GURPS Cyberpunk

GURPS Aliens & Space Bestiary - Supplements for GURPS Space

Car Wars reference screen (revised)

Car Wars map sheets

ADQ Vol.8, Issue 1

GURPS Fantasy (2nd edition)

GURPS Magic & Fantasy GM Pack

Roleplayer #19

Car Wars Aeroduel

GURPS Fantasy Folk & Fantasy Beatiary for GURPS Fantasy

Task Force Games:

Deluxe Fleet Pack & Federation and Empire folio pack for Deluxe Federation and Empire

Quest for the White Wolf - Adventure book based on the world of Might and Magic

King's Bounty - Fantasy boardgame

TSR:

AD&D:

LNA1, Thieves of Lankhmar module

The DM's Catacomb & Castle Guides

DLA1, Dragon Dawn module

Otherlands supplement for DragonLance

Old Empires supplement for Forgotten Realms

Forgotten Realms adventure book

FRA1, Storm Riders module

WG12, Valley of the Magic module

WGA1, Falcon's Revenge module

MC5, Monstrous Compendium, Greyhawk Appendix

SJR1, Lost Ships supplement

SJA1, Wildspace module

D&D:

PC3, The Sea People

DDA1, Arena of Thyatis module

MSH:

MLA1, After Midnight module

MLBA1, Mutating Mutants module

Novels:

Riverwind, the Plainsman

The Halfling's Gem

The Wyvern's Spur

Ironhelm

Horselords (#1 of the Empires Trilogy)

Dark Horse

Warsprite

Games:

The Best of the Dragon Games - A collection of the games that have appeared in the DRAGON magazine

Fantasy Forest (2nd edition)

Elixar boardgame

Magic Stones boardgame

Graphic Novels:

Acolytes of Darkness for Agent 13

Buck Rogers Graphic Novel

DRAGONLANCE Saga Number 4

DRAGON #156 &#157

DUNGEON Volume 4, #5

West End Games:

TORG: The Possibility Wars RPG

The Living Land sourcebook for TORG

The Destiny Map adventure & GM screen for TORG

Storm Knights novel for TORG

Escape from the Death Star - boardgame for Star Wars

CONVENTION CALENDAR

VIKINGCON XI
April 20-22, 1990
To be held at the Key Motel and the Western WashingtonUniversity

VikingCon XI
Associated Students
WWU-VU 202 Box V-1
Bellingham, WA 98225

WERECON XII
April 20-22, 1990
To be held at the Lighthouse Center in Detroit, Michigan

Erick Wujcik
P.O. Box 1623
Detroit, Michigan 48231
(313) 833-3016

UBCON '90
April 20-22, 1990
To be held at the State University of New York, Buffalo, Amherst (North) campus

Martin Szinger
210 Curtis Parkway
Buffalo, New York 14233
(716) 833-4610

SPRINGCON'90
April 21, 1990

Lebanon Area Gaming Association
806 Cumberland Street
Lebanon, PA 17042

THE WIZARD'S CHALLENGE
May 4-6, 1990
To be held at the Victoria Inn

Ken McGovern
c/o The Wizard's Corner II
2124B Broad Street
Regina, Sask. Canada S4P 1Y5
(306) 757-8544

GAMEX
May 25-28, 1990
To be held at the LAX Hyatt Hotel

Strategicon
P.O. Box 8399
Long Beach, CA 90808
SG/FG will be attending this show

MOBI-CON'90
June 1-3, 1990
To be held at the Days Inn
3650 Airport Blvd., Mobile, AL

MOBI-CON'90
P.O. Box 161257
Mobile, AL 36616
(205) 661-4060
Proceeds go to the March of Dimes

MICHICON GAMEFEST'90
June 22-24, 1990

Metro Detroit Gamers
P.O. Box 656
Wyandotte, MI 48192

DEMICON II
June 22-24, 1990
To be held at the Holiday Inn Aberdeen House.

Demicon II
c/o Harford Adventure Society
P.O. Box 1063
Aberdeen, MD 21001

ORIGINS'90
June 28 to July 1, 1990
To be held at the Atlanta Hilton and Towers.

Origins'90
P.O. Box 47696
Atlanta, GA 30362
(404) 457-2490
SG/FG will be attending this show

OURCON'90
July 6-8, 1990

OURCON, University of Montevallo
Station 6571, Box 2692
Montevallo, AL 35115
(205) 665-4957

OMACON X
August 3-5, 1990

Omacon
P.O. Box 37851
Omaha, NE 68137

GATEWAY'90
August 31 to Sept. 2, 1990
To be held at the LAX Hyatt Hotel

Strategicon
P.O. Box 8399
Long Beach, CA 90808
SG/FG will be attending this show

STARCON'90
October 26-28, 1990
To be held at the Americano's Center
Menasha, Wisconsin

StarCon'90
1112 N. Lake St.
Neenah, WI 54956
(414) 725-2555

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Review Notes Format for SpaceGamer Magazine

I. The complete title of the game.

II. The "information box" material which includes, *in this order*, the following:

A. Published by:
B. Designer(s):
C. Developer(s):
D. Price:
E. Complexity level: (introductory, low, moderate, high)
F. Rules clarity: (poor, fair, good, excellent)
G. Reviewer's name

III. A very "matter of fact" introductory sentence describing what the depicts; ie. the subject matter etc

IV. The body of the review. At this point you've made subjective evaluations about the game already, so back them up! Clearly state what you liked and/or didn't like about the rules, graphics, mechanics of the game. How does this game compare with others you may have played on a similar subject?

V. The crucial summary paragraph. Do you feel that you got your money's worth? Would you recommend this game to others? Also, any closing remarks and/or comments.

Return With Article Submissions for SpaceGamer Magazine

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This agreement between SpaceGamer magazine, a division of FCS, with its address at PO Box 268, Lakewood, CA 90714-268, and:

_____
Print your name here
(hereafter known as Author) of;

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Insert title of article submitted
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WITNESSETH

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2. The Author affirms that no portions of this Work is concurrently submitted for consideration for publication elsewhere.
3. Should the Work be published in SpaceGamer, it shall be understood and agreed that the Author will be compensated upon such publication at the most recently published honorarium rate.
4. Should the Work be accepted for publication in SpaceGamer magazine, the Author resigns all of his rights, title and interest in the Work to SpaceGamer magazine, or its assigns, absolutely.

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Writer's Guidelines for SpaceGamer Magazine

We are always looking for new contributors, many of whom come from the ranks of our readers. Occasionally, our readers write their very first published articles for SpaceGamer. If you feel that you can express yourself clearly on paper, we invite you to submit your variants and reviews to us. You may write on any game or other related topic which you enjoy that might be of interest to our readers. We will consider articles on any type of fantasy, science fiction, superhero, horror, future history, secret agent, etc. adventure gaming product, particularly new releases (for current reviews). Variants and scenarios to both new releases and old favorites are particularly desired, however, they should be more of the "play-tested" variety and less "experimental" in terms of development and game balance.

Manuscripts should be typewritten or computer printed with a dark ribbon on white paper, double-spaced, and amply margined. Computer printouts should be ragged right (*not* justified!) and burst. Game titles should be in upper and lower case letters and underlined (eg. AD&D).

Game and product reviews should be 500 to 850 words in length, presented in a brief, capsulized format (see the adjoining review format guidelines). From new writers, we are not looking for an in-depth analysis in a game review, merely brief concise descriptions of games. Variants of all sizes, but particularly short variants, clarifications and optional rules running from 350 to 1600 words are particularly welcome, as are full blown scenarios. Note that a "word" is defined as five letters plus a space, or six characters. Longer articles are still welcome, but shorter articles are best to start with and easier for us to publish. Ease of editing will also increase probabilities of article acceptance.

Submissions will not be returned to writers, so only send us *copies* of your work, *not* originals. A cover sheet should be included with all submissions and contain the author's name (as you wish it to be published), address, telephone number, suggested title, and the date submitted. A completed facsimile of the writer's agreement must also be included with the article.

All articles submitted automatically become the property of this magazine. In submitting an article, the author affirms that none of the material is copyrighted, previously published or concurrently submitted for consideration for publication elsewhere. **SPACEGAMER** currently pays 2¢ per word upon publication. All submissions should be sent to: Editor, P.O. Box 268, Lakewood, CA 90714-268. Please include a stamped, self addressed post card for immediate appraisal response.

Some review copies of certain games are available at the office for established game reviewers. If you would like to write a review of a product, please contact the Editor, who will let you know if a review copy is available to send to you. The Editor controls the writing assignments.

Veteran Writer's Guidelines for SpaceGamer Magazine

If you already have some experience writing for gaming magazines, here is a more detailed description of the different types of features found in **SPACEGAMER**.

In-Depth Review:

In-depth reviews are first impression game reviews,4-8 magazine pages in length, which give an insight into the flow of the game through a sample playtest. The emphasis of these reviews should be on how well the game plays, with additional comments on physical quality, playability, and any special design features. To write an in-depth review, you need only experience in playing fantasy, science fiction, etc., games in general so you can size up the new game quickly and tell and stacks up against other games.

Short Reviews:

A second type of standard review is the short review. These are informal, succinct reviews of 1-2 magazine pages in length. Most modules or supplements would get this type of review. They should avoid lengthy descriptions of physical components unless they are exceptionally good or bad or innovative.

Comparative Reviews:

Variations on a theme. This type of review (6-12 magazine pages in length) compares games that are similar in topic and scale. The purpose is in pointing out how each resolves basic design problems. The games examined are reviewed in a single narrative article, with each game being described in a few paragraphs on its own before detailed comparisons begin.

Variants:

While virtually *any* suggested change to a game is a variant for it, we are more interest in brief, intelligent variants. These might be of the **Quick and Dirty** variety (1/2 - 1 1/2 magazine pages), which are just a few sentences or paragraphs suggesting an optional rule or changes to existing rules. Alternately, they might be more comprehensive revisions of already existing popular games running from 2-4 magazine pages or more.

Scenarios:

Scenarios are "modules" for role-playing games, or new battles for non-role-playing games. Length may vary, depending on this type of game involved.

Space Gamer/Fantasy Gamer Magazine

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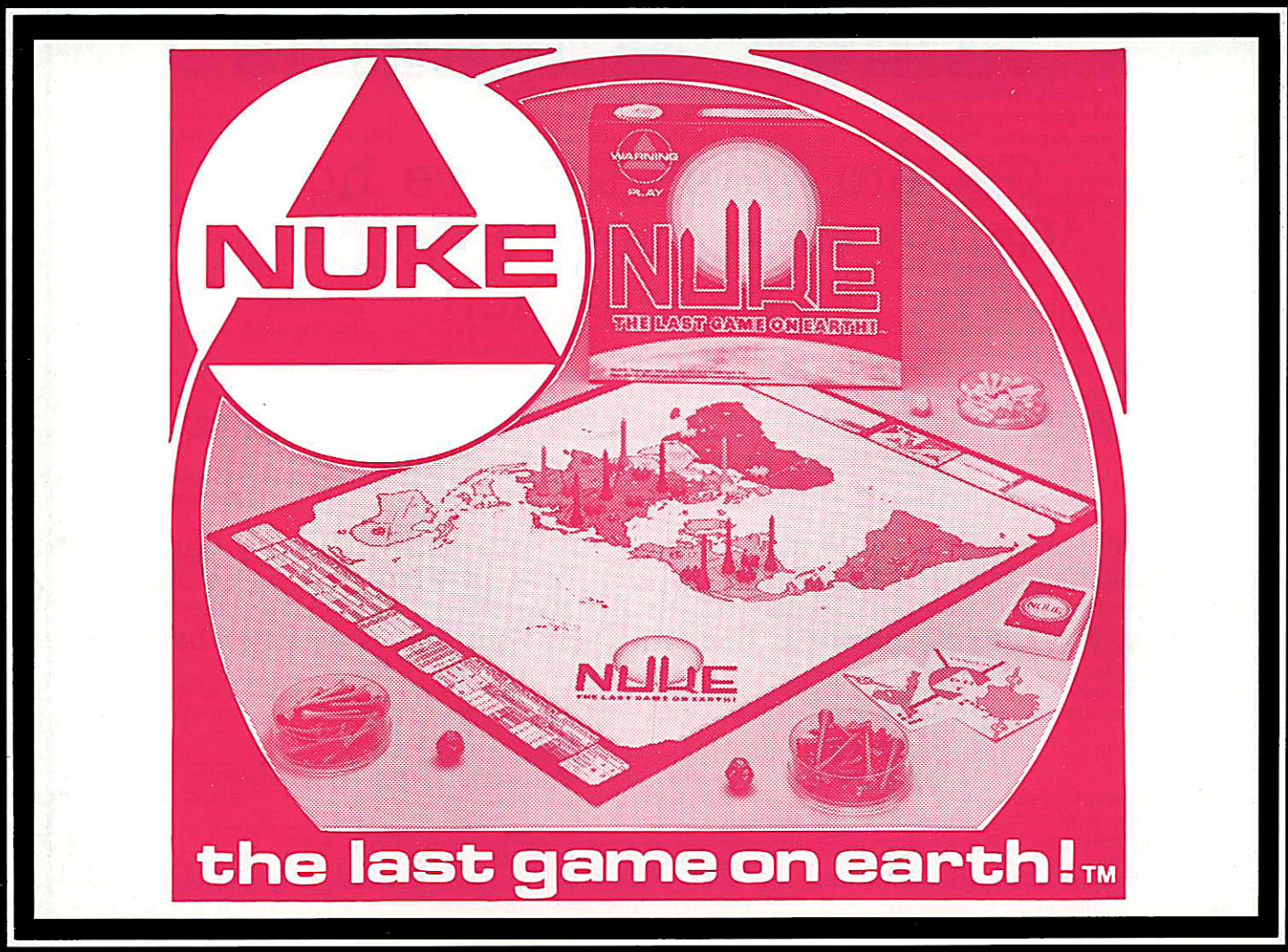

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